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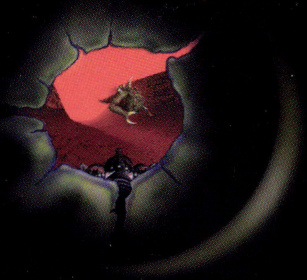

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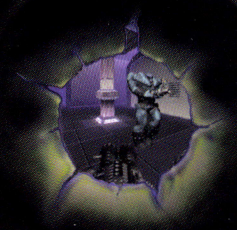

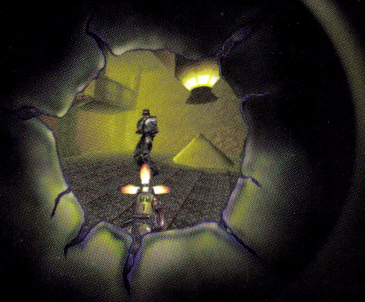

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ED

What you hold in your hands represents Team GameFan's second endeavor after four years of publishing. We vowed to never publish a token spin-off and so, we bring you MegaFan, a completely new and viable gamers' resource. After the reviews are in and you've bought the game, there's now a publication that goes to the next level with you. Like GameFan was when it debuted in 1991, MegaFan is a completely new concept which we will mold from this point on, based on your suggestions. We chose four categories: strategy, tips and tricks, behind the scenes/interviews, and arcade, and plan to bring them to you like never before. Additionally you'll find game art, previews of upcoming games you've requested for MF, and a Q&A/reader mail section. As with any new GameFan Publication, you'll take it from here. Write, e-mail, or fax us your suggestions and/or which games you'd like to see here in the future. We'll publish the results monthly as we assemble our top ten and most wanted lists. Our apologies for the scarce arcade coverage in this issue, we intend to bring you all that's hot from the world of coin-op. Arcade game manufacturers aren't accustomed to such coverage so we're still in the development stages in that respect. Future issues will see more and more coverage straight from the arcades. We hope you enjoy MegaFan and look forward to your comments.

DH

"SOLO" CHARACTER ART BY CHUCK WOJTKIEWICZ

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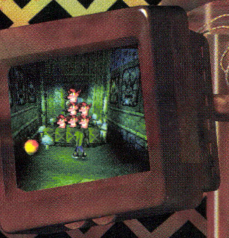

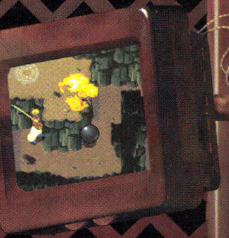

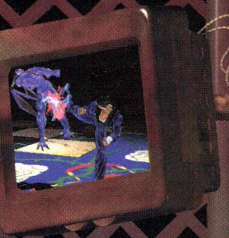

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Chief Hambleton

E. Storm

Waka

Takuhi

Orion

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Dedicated to serving the needs of gamers everywhere! We'll bring you in-depth coverage and strategy on the best games around, previews of upcoming coverage, arcade reviews and previews, behind the scenes interviews, hot game art, and advanced tricks and tips.

Takuhi:
Yrs. Playing: 10
Specialty: Strategy games with little octagons, Role Playing.
Dislikes: Fighting games with digitized characters, sports, and flight simulators.

E. Storm:
Yrs. Playing: 15
Specialty: Action/Platform, Action/Role Playing, Shooters and Racing.
Dislikes: Strategy games with little octagons, 3D games where you can't see your character, and anything that resembles Tetris.

WAKA:
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Specialty: Role Playing, Puzzle games, Racing and Fighting
Dislikes: "Interactive" software (see Dragon's Lair) and crummy arcade ports (see PS Samurai 3).

Orion:
Yrs. Playing: 14
Specialty: Role Playing, Fighting, 3D corridor and Strategy.
Dislikes: "Live" FMV games, sports, cheap PC conversions, bad Neo•Geo ports.

Chief Hambleton:
Yrs. Playing: 14
Specialty: 3D corridor, Fighting and Racing
Dislikes: Needless FMV with cheesy acting, glitchy polygons, inexcusable "pop-up," 3D corridor games devoid of a 2 player option.

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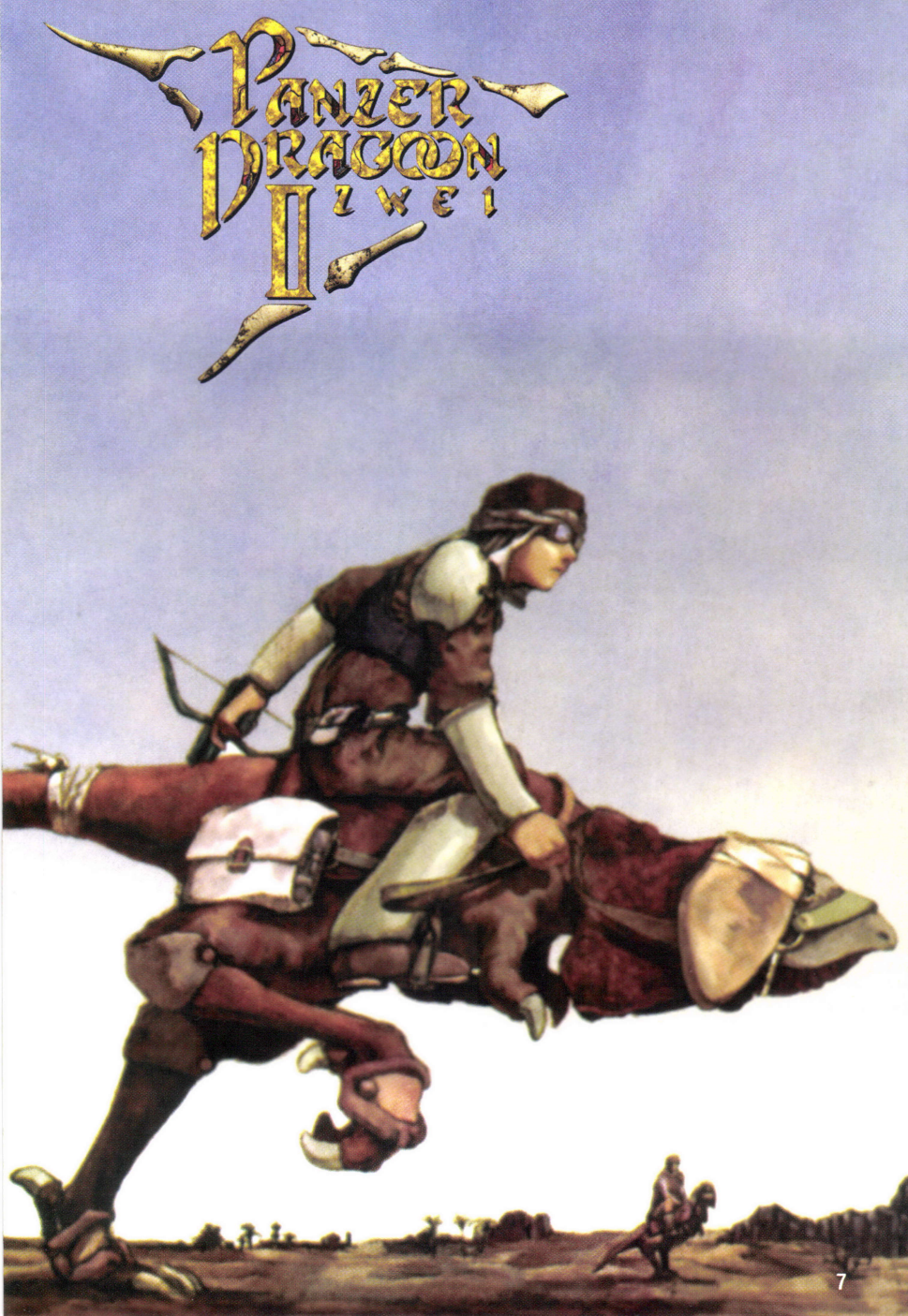

PANZER
DRAGOON
ZWEI
II

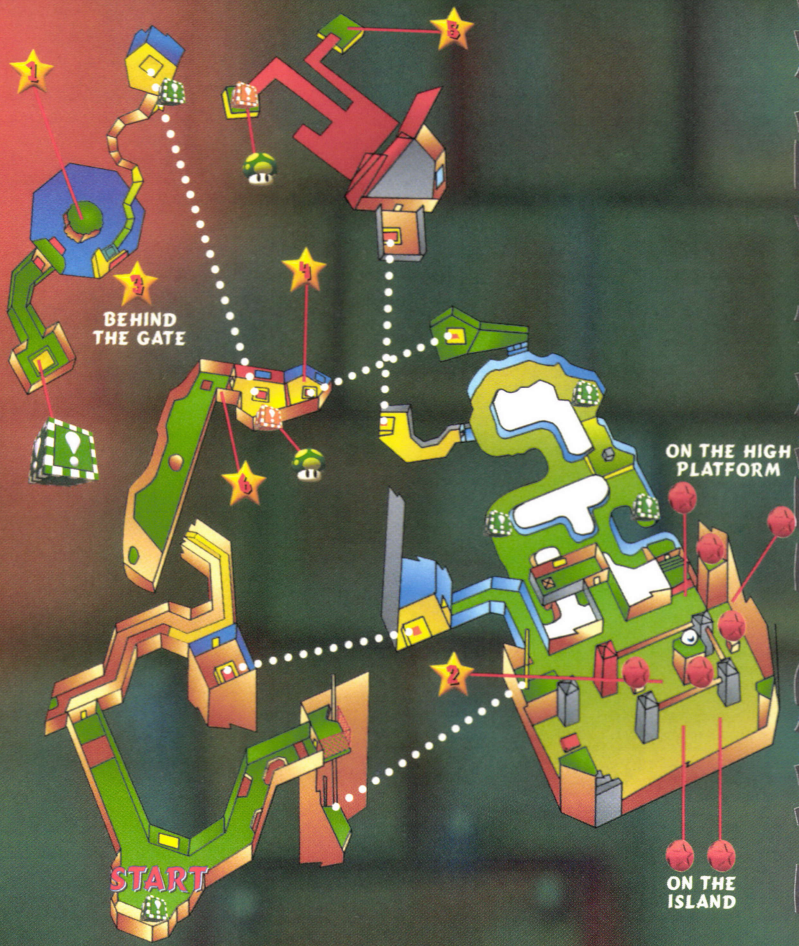
鉄拳
TEKKEN 2

DIXIE KONG'S
DOUBLE TROUBLE

COURSE 6

It's time for some major spelunking in Course 6! Like Course 5, Course 6 isn't another pyramid-shaped level. Instead it's a series of large rooms connected by long pathways and elevators. If you find yourself lost, simply look at one of the many maps that can be found on the walls throughout the level. Pay a visit to Nessie in the large water room, maybe she can help you find the secret Green P Switch room hidden deep inside the course. There's more than a handful of meanies to be found in Course 6, all awaiting some serious butt-stomp action! This makes it extremely easy to reach 100 coins, but don't get too over-confident, there's also plenty of bottomless pits for Mario to mistakenly fall into!

HAZY MAZE CAVE



NESSIE TO THE RESCUE! 1

Only with the help of a gentle water monster can Mario reach Power Star 1.

Hop on to this gentle giant for a free ride! If you butt-stomp its behind, Nessie will lower its head for onboard passengers.

Nessie travels in wide arcs, depending on which side of its head you're standing. Maneuver Nessie to the island in the center to claim Power Star 1!

EIGHT RED COINS 2

Don't be surprised if you fall while trying to get these Red Coins. Just remember, there's a heart on this course for a reason.

Get onto the moving platform high above the main chamber.

Break this block that gets in your way to uncover Red Coin one.

Careful not to fall off when going for number two.

Step off of the platform for three and four.

Guide this platform over to this block and break it open for Red Coin five.

Now go to the next block and get six.

The block closest to the corner ledge holds Red Coin seven.

Leap to the corner ledge for the last Red Coin.

Back near the center of the main chamber you will find Power Star two. And you'll never have to go back up there again.

3 THIS IS A JOB FOR METAL MARIO!

Use Metal Mario's weight to flick the switch to Power Star 3!

Hit this switch box to get the Metal Hat. Now, quickly follow the brown trail to the switch! Metal Mario's weight will push the switch down!

Now head through this door...

...where you'll find Power Star 3! A couple of long jumps will do the trick!

One more long jump and...

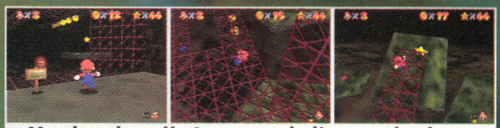
...Power Star 3 is yours!

4 MONKEY BAR MADNESS

Find the secret door that will lead you to victory!

Find the green moss on the wall, and perform a back flip to reach the secret door! Make sure to be Metal Mario, so you don't lose energy from the poisonous gas.

Take this elevator to your next challenge...



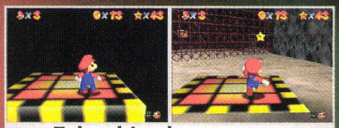
Monkey bars!! Jump and cling to the bars and make your way to the platform guarding Power Star 4!

With a little patience, you'll reach Power Star 4! You got it!

THE LONELY STAR 5

Only keen eyes will find the door to the lonely Power Star 5!

Deep inside the room with the poisonous gas, you'll find a secret door leading to an elevator. A simple back flip will get Mario there!

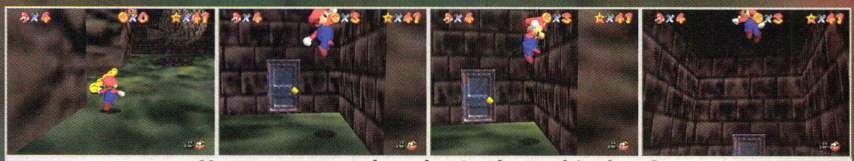


Take this elevator to...

Power Star 5! Now that wasn't so hard!

THOSE TRICKSTERS! 6

Those tricksters at Nintendo hid Power Star 6 in a secret place. Only true explorers will find it!



Hmm, ever wonder what's above this door?
A few wall springs to the top will get you there!

Hey, look, It's Power Star 6! Those tricksters!

Power Star 6? No prob...

100 COINS

7

If only it was real money!

Getting 100 coins in Course 6 can be a bit of a pain. The coins are scattered throughout the level, making it a challenge for speedy players. Only a patient Mario will succeed with the least amount of headaches!

IF YOU'D LIKE TO ORDER THE GAMEFAN BOOKS COMPLETE SUPER MARIO 64 GUIDE, SEE THE AD ON PAGE 5!

Advanced Tactics

Battle Arena Toshinden 2

TOSHINDEN TWO BOSSES ADVANCED TECHNIQUES: URANUS MASTER SHO VERMILION

Toshinden 2 **continues to be a hot seller and the series has yet to run its course. Take a look at these lethal boss moves and annihilate the competition!**

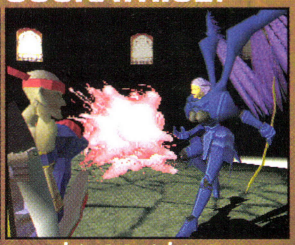
SWANY SWAP:

→↓↘ + KICK

FIREHAWK:

→←→← + KICK

COCKATRICE:



↓↘→←↙↓↘→ + STRONG WEAPON

URANUS

PlayStation

Battle Arena Toshinden 2

By E. Storm

Completion Time

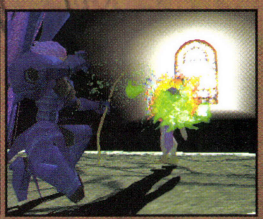
FORMAT N/A

DEVELOPER Tamsoft

PUBLISHER Playmates

DIFFICULTY N/A

EAGLE RAGE:



HIGH: ↓↘→+WEAPON LOW: ↓↘→ +KICK

SCREEN PLAY:

PAUSE WHILE PLAYING, HOLD ALL 4 BUTTONS AND PUSH SELECT. THE PAUSE TEXT WILL DISAPPEAR. PRESS SELECT AGAIN AND THE GAUGES VANISH.

While the options text is sliding onscreen, input R1,L2,X,L1,R2,○ to control Uranus and Master. For Sho and Vermilion, (while the options are sliding in) input ○,R2,L1,X,L2,R1 on pad 2. Keep trying, you gotta be quick! Hold down select while on the "?" to slow down the selection and choose your boss!

MASTER

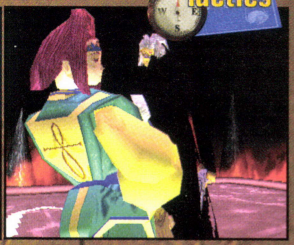
Advanced Tactics

ERASE 1:

GROUND:↓↘→ + WEAPON

ERASE 2:

AIR:↓↙← +WEAPON



KYUKYOKU: PRESS ALL FOUR ATTACK BUTTONS

SHRED:

←↙↓↘→ + WEAPON

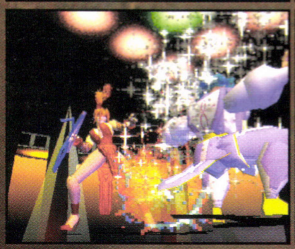
RESET:

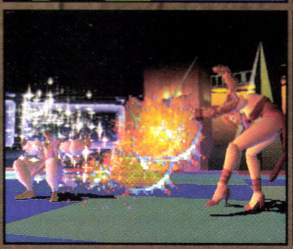
→↓↘ + WEAPON

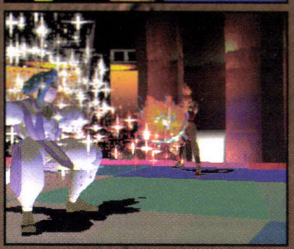
DELETE:

→←→← + WEAPON

HIDEN HISSATSU WAZA (LAST JUDGE):







↓↘→←↙↓↘→ + STRONG WEAPON

PHOENIX: PRESS ALL FOUR ATTACK BUTTONS

SHO

REKKU ZAN:

↓↘→ + WEAPON

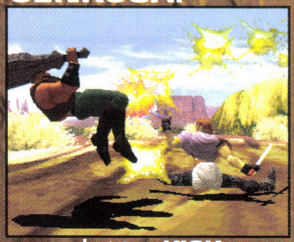
JUSIEGYO:

→↓↘ + KICK

ZETSUMETSU ZAN:

↓↙← + WEAPON

SENKOGA:



↓↙← + KICK

HISHOZAN KAI:

→↓↘ + WEAPON

SHISHOZAN KAI:

←↓↙ + WEAPON

SUISEI KYAKU:

IN MID-AIR ↓↙← + KICK

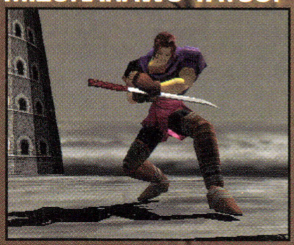
GEKKOSEN:

↑↓ + KICK (CAN ALSO BE DONE IN MID-AIR)

JIGOKU GOKURAKU:

ALL FOUR ATTACK BUTTONS

MIZUKARAWO TATSU:



←↙↓↘→↘↓↙←+STRONG WEAPON + WEAK KICK

BANKI MOSHUKEN:

→↘↓↙←↙↓↘→+ STRONG WEAPON

ENMA RESSHU:

→↘↓←↙←→←+ STRONG KICK

VERMILION

MEGA BOOM:

↓↙←+ WEAPON

RYUSAN KAKE:

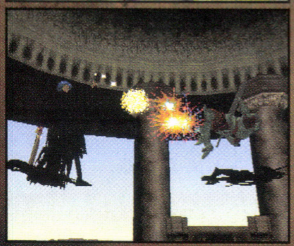
→↓↘+ WEAPON

VERM RIPPER:

↓↘→←↙↓+ STRONG WEAPON

PEACE MAKER:

ALL FOUR ATTACK BUTTONS



VIRTUAL CAMERAMAN!

IN THE OPTIONS MODE SELECT "CAMERA ACTION" AND SELECT YOUR "CAMERA VIEW." NEXT, SELECT "CONTROL" AND YOUR L AND R BUTTONS WILL CHANGE TO CAMERA. NOW, WHILE PLAYING, YOU CAN SWITCH VIEWS ON THE FLY USING THE L AND R BUTTONS AND GO FRAME BY FRAME WITH SELECT.

Advanced Tactics

NiGHTS

Yuji Naka's *NiGHTS* holds many secrets and is deeper than meets the eye. You may have reached the end but have you scored A's in every area, seen all the hidden places, enjoyed the secrets, and heard the true ending?

HELPFUL HINTS...

Annoyed by the clock? Did you know you can smash it? Just jump on it!

Deliver exactly 20 chips and blow the Idea. Use all remaining time to collect Gold Chips. *Then* hit the Checkpoint.

LINKS...

Links are one way to scoring that A. Links are usually best performed in the first stage of a given area. Links are performed by maintaining high speed while perfectly passing through

loops and clusters of chips. A circular cluster of chips must be circled and sucked in, to continue the Link. Links can be as short as six or as long as 400. They pay off big, and get you twenty chips quickly, saving time to collect gold.

LOOPS & ACROBATICS

A PERFECT VERTICAL BOUNCE IN SOFT MUSEUM WILL TRANSFORM NIGHTS INTO A FAT VACUUM!

ACRO RING (see list)

SMALL LOOP

MEDIUM LOOP

LARGE LOOP

ACROBATICS LIST

	R	L	L&R
A	TWISTER	MIXER	SWING
B	PARASOL	DANCE	MOON
C	ROULETTE R	ROULETTE L	CROSS
D	ARROW	L-WING	ROCK 'N ROLL
E	SCREW	BASKET	TRIANGLE
F	TORNADO	BALLET	BOOMERANG
G	V FALL	T-FALL	SPIN
H	AX R	AX L	SLING
I	TYPHOON	DRILL	SONIC
J	WIND	SPACE	SCORPION
	GIANT LOOP	MED. LOOP	SMALL LOOP

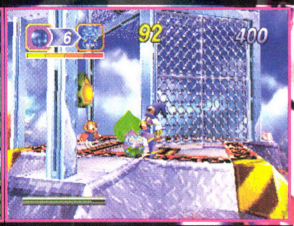
The above chart represents tricks Nights can perform after passing through an acro loop. The better the trick, the more points earned. It's all about points!

NIGHTOPIANS: TREAT THEM KINDLY! KILL ONE AND LOSE YOUR BONUS...

IF YOU ACCIDENTALLY OFF ONE, BIRTH AN EGG AND REGAIN YOUR BONUS.

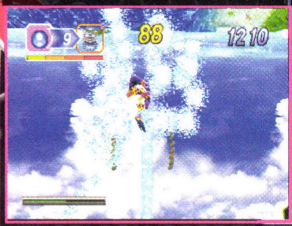
POWER DASH FILLS YOUR DASH METER AND GIVES A BURST OF FREE SPEED.

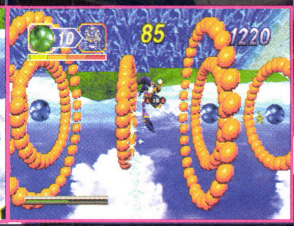
LINK BALL– MATCH THE NUMBER, SCORE THE POINTS!



BIRTH ENOUGH EGGS AND NIGHTOPIANS EVOLVE!

POWER LOOP PROVIDES A STRONGER VACUUM. SUCK IN ITEMS FROM MULTIPLE PLANES!





IN SPLASH GARDEN USE THIS FOUNTAIN TO ENTER THE OPPOSITE PLANE. THERE'S LOTS OF CHIPS BACK THERE! DO IT ON EACH PASS TO GET AN A.

HELPIANS HELP YOU PICK UP ITEMS FOR A LIMITED TIME.

ELLIOT CAN BOARD THE TRAIN AND IT'S A RIDE WORTH TAKING. THERE'S A COUPLE OF EGGS WAITING AT THE STATION! HATCH THEM!... (STRANGE GAME, ISN'T IT?).

ELLIOT CAN BOARD THIS ELEVATOR AND RIDE TO THE TOP OF STICK CANYON. WHY? I DO NOT KNOW.

IN TWIN SEEDS BURST THIS BUBBLE IN THE EXACT CENTER TO CREATE AN AMAZING LINK THAT WILL GUARANTEE YOU AN A!

BEAT THE GUARDIAN NIGHTMAREN LEAVING THE FOLLOWING TIMES REMAINING, FOR THE X-2.0 BONUS!

GILLWING	110
PUFFY	95
CLAWZ	100
GULPO	105
JACKLE	100
REALA	105
WIZEMAN	65

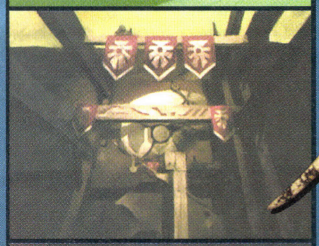
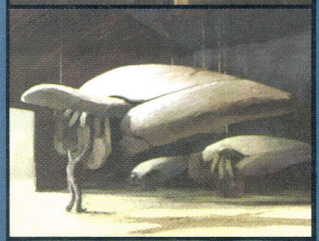
BELOW ARE THE SCORES YOU'LL NEED TO SCORE AN A IN EACH DREAM

SPRING VALLEY	135000
SPLASH GARDEN	184000
MYSTIC FOREST	135000
FROZEN BELL	139500
SOFT MUSEUM	147000
STICK CANYON	127500
TWIN SEEDS	75000

The Complete Hidden Tactics Guide

Panzer Dragoon II Zwei

Sure, you've probably beaten PD Zwei *dozens of times by now. But have you seen it all? Dust off your copy of this year's best shooting game, and take a look at what you might have missed...*

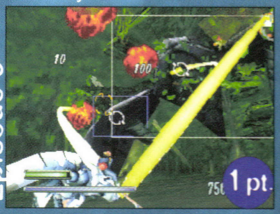
First, The Routes

One of the best tips is simply to put your instrument panel on "Full" in the option screen... This way a message will flash on your screen once you've become locked into a certain route, so you can learn exactly where the forks are.

Episode 2

This one's pretty obvious. You'll want to head left for the air route if you're in it for the route points.

Episode 3



There's a part about halfway through Episode three when six enemies come from ahead and then split to the left and right. You'll need to be on the far left side of the path a few seconds after that if you want to take the ground route and get the route point.

There are three ways to go on Episode 4. The first and most challenging route requires you to hug the upper left-hand corner of the screen after the very first two groups of three enemies appear. If you don't, you'll head downward, and when you once again start going straight ahead (and rejoin the light brown walls and water), you'll need to hold right before the first door in that area to get into route 3.

Episode 4

X pt. *The number in the blue spot refers to the number of route points you'll gain for completing the level via this route.*

Point System

Evolutionary Table	
0-1	Hatchling
2-5	Glideling
6-12	Windrider
13-17	Armonite
18-22	Brigadewing
Hidden Dragons	
15-23	Skydart
24	PD Type 1

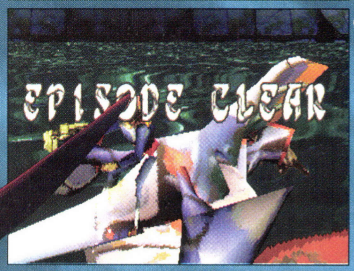
Your evolution in this game is controlled by the points you accumulate at the end of each episode. These are key in order to evolve into not only the later, stronger dragons, but the two hidden ones as well.

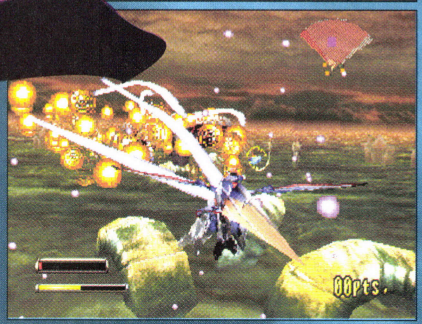
You get two Clear Points simply for beating each episode, no matter how you do. The Technical Points are based on your shot down ratio... You get one TP for scoring 80%-90%, and two if you break 90%. Route points are awarded for taking (and finding) the more difficult routes we showed last page. You can get one Route Point on episodes 2 and 3, and up to 2 on episode 4. No points are awarded on episodes 1 and 7, so the maximum number of points you can get in the game is 24.

How to Get the Skydart

The first hidden dragon is the Skydart. This fish-tailed, weirdly-armored creature doesn't have much health, but his lasers do serious damage, and he can roll with a double tap in any direction. If you're going to go for the PD Type 1, his offensive capabilities will be a big help.

You can transform into the Skydart only after level 4. If you have 15 points (out of a max of 16) you'll transform automatically. Once you've evolved into the Skydart, you'll no longer follow the normal evolutionary table. The only way to evolve again is by pulling a perfect 24 points.





How to Play as The Dragon From the First Panzer Dragoon

Shooter
Panzer Dragoon

The only way to truly master Panzer II, and get a special ending, is by getting a perfect score in episodes 2-6 and transforming into the dragon from Panzer 1 before you fight the last boss. A perfect score is pretty hard to get, as you'll not only need to take the most difficult routes, but also to kill 90% or more of the enemies in each of them. This is especially difficult in Route 3 (the first, far left route) of episode 4. Luckily, you'll have the powerful Skydart for levels 5 and 6.

If you want to make it a bit easier, try this: when you get to level 4 with your (up until then) perfect score of 10 points, die on level 4 and choose to end and save your game. Now load that file up again, and if you somehow miss the correct route, or fail to get 90% when it tallies your score, you can just reset, load the file, and try again.

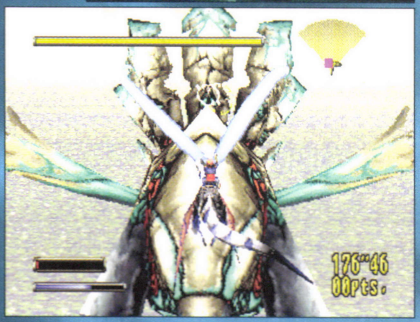
Too bad the new ending is just a Panzer 1 rehash...

Pandra's Box

Panzer 1 had a ton of secret codes, and 2 has even more. But this time, they're all in the same place, selectable any time you want.

Pandra's Box appears in the option screen once you've logged 2 1/2 hours of game play. You can do a lot of things with this, but it's still not the full Pandra's Box. To access that, you'll have to do one of the following:

- **Log 30 total hours of play time.**
- **Beat the game at least 20 times.**
- **Get a total shot down ratio o f 100%**

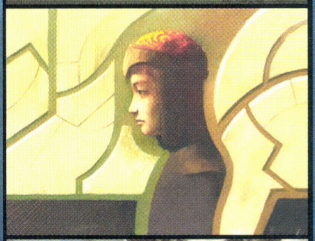


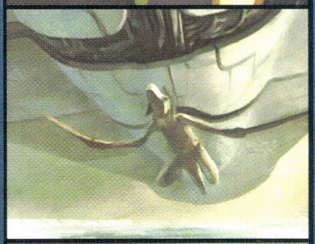
With that done, all of the options are open to you. You can watch promotional videos about Panzer II, and see how early versions of it looked. You can play as Prototype Dragon (villain from Panzer 1) or Guardian Dragon (villain from Panzer 2). You can also enable rolling, start at any level, watch all of the endings, adjust the difficulty, play as just Randy or just Lagi, try new weapons, adjust your life meter, berserk meter, anything.

The screen to the left is from Zero Space, a new level in which you fight with old enemies, trying to beat the clear times of the game's programmers.

Bonus Points

Every route in Panzer 2 has one hidden bonus of at least 10,000 points. Let's take a look...





Episode 1

That giant ship can't be shot down, but keep plugging away at him anyway to get an ever increasing amount of bonus points.

Episode 1 (R-1)

Kill the giant base, but leave the turret in the lower right hand corner alive 'til you've destroyed everything else.

Episode 2 (R-1)

Don't kill your fellow riders right away... Wait 'til this guy starts being chased away by the planes, then off him. Die traitor, die!

Episode 3 (R-1)

To make the blue Nagas appear, kill all four red Nagas as fast as possibly. Each blue Naga nets you 10,000... My record is 4.

Episode 3 (R-2)

Kill this guy, but only with homing lasers. If even one bullet touches him, kiss your bonus goodbye.

Episode 4 (R-1)

Destroy all of the monsters that surround you as the elevator rises.

Episode 4 (R-2)

When the lights go out, kill all of the enemies (there are about twenty) before you fly away.

Episode 4 (R-3)

This is next to impossible, but try to destroy every single one of the missiles that come at you from behind in this part of the level.

Episode 5

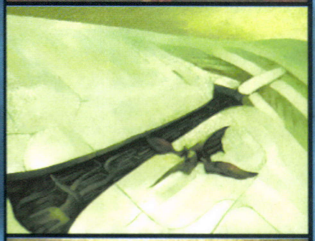
When the chains of enemies fly at you, don't shoot their heads (which will destroy them all). Instead, aim for the tails. Tricky.

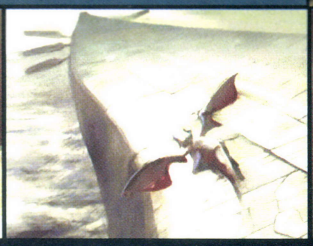
Episode 6

During this part of Episode 6, destroy all of the turrets before you attack the wings.

Analog?

Most older games won't even acknowledge Sega's new multi-controller (Japanese version shown here), when it's on the analog setting. But for some strange reason, Panzer II does... sort of. It's actually quite cool, very smooth and sensitive and with that real analog feel. Unfortunately, it fires your berserk-gauge lock-on lasers every time you press L or R to change your view, rendering that option pretty much useless. But it's still definitely worth a try. Thanks to Frank Martinez for that one.





COMPLETE THE SURVEY BELOW AND YOU COULD WIN A NINTENDO 64!

This being our first issue of MegaFan, we need to know who you and what your playing so we can better serve your specific needs. Besides appreciating your time, we'll enter each entry in to a raffle and give away a Nintendo64 with Super Mario 64 to the lucky winner. The winner's name will be published in issue 3 of Megafan. Xerox copies are of course welcome (to save the page).

Name_____

Age _____ _____ Male _____ Female

Address_____

City/State/Zip_____

Systems You Own or Plan To Buy:

	Own	Will Buy
Nintendo 64	_____	_____
Saturn	_____	_____
Playstation	_____	_____
Super NES	_____	_____
Genesis	_____	_____
Gameboy	_____	_____
Gamegear	_____	_____

Do you have regular access to a personal computer?

_____Yes _____No

Approximately how many hours per week do you play?

Home Video Games _____

Arcade Video Games _____

Computer (PC) Games _____

Have you visited a video gaming website?

_____ Yes _____ No

Have you visited www.gamefan.com?

_____ Yes _____ No

How many games do you buy per year?

_____ Video games _____ Computer games

How many games do you rent per month?

_____ Video games _____ Computer games

Approximately how much do you spend on electronic entertainment each year?

$_____

Rank your favorite types of games (11=favorite, 1=least favorite)

_____ Action _____ Action/RPG _____ Adventure

_____ Driving _____ Fighting _____ Platform

_____ Puzzle _____ Simulation _____ Sports

_____ Strategy _____ RPG

Where do you buy most of your games?

_____ Babbages _____Dept. Store _____Electronics Boutique

_____ Sears _____Software Etc. _____Toys R. Us

_____ Other Toy Store _____ Mail Order

_____ Other

Where do you buy most of your magazines?

_____ Software store _____ Grocery/Drug store

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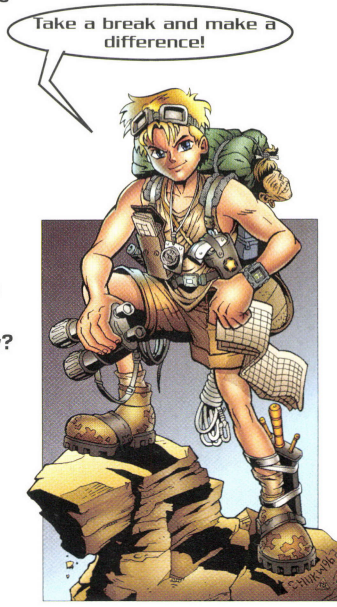

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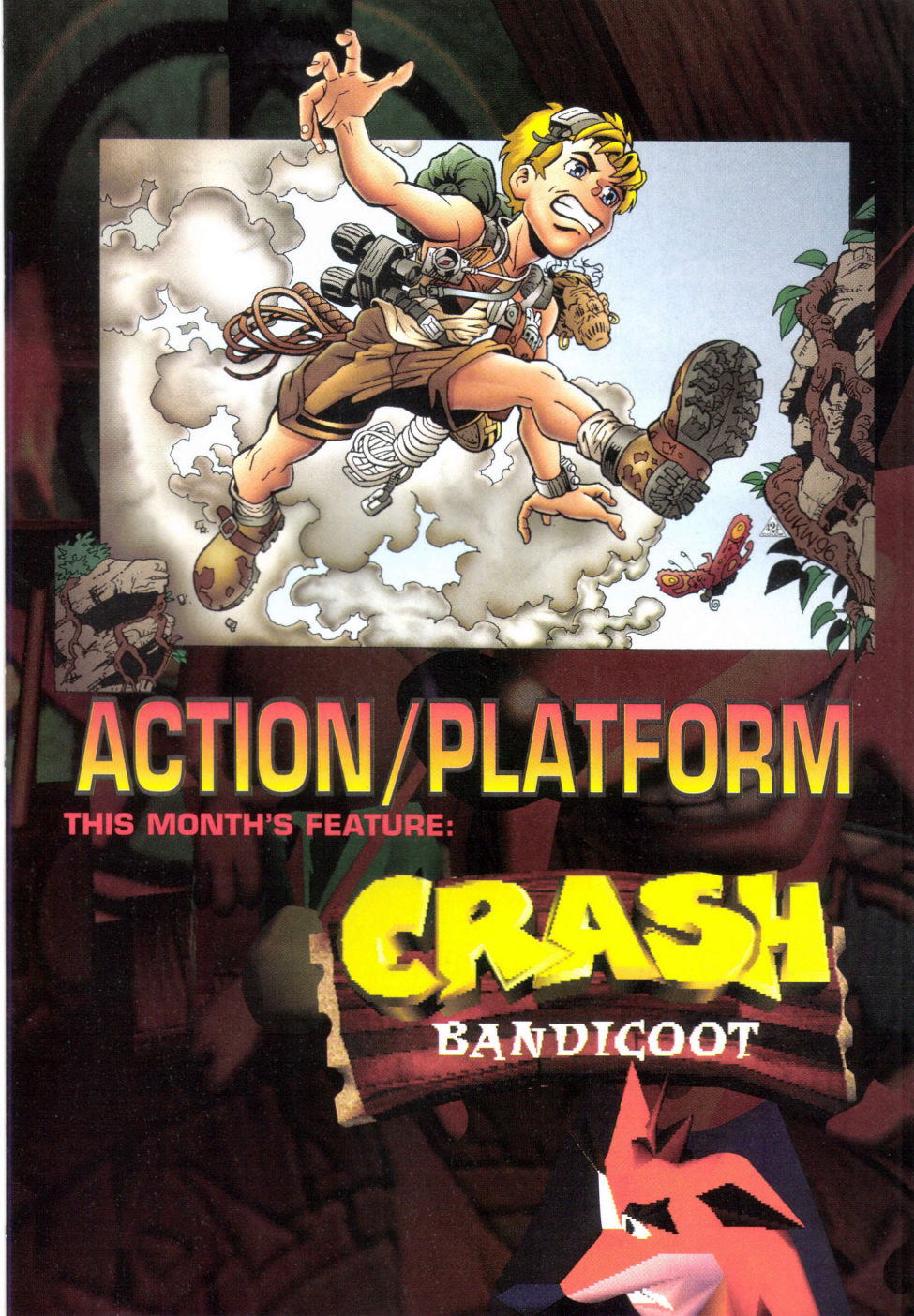
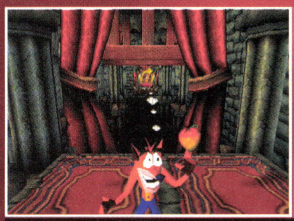
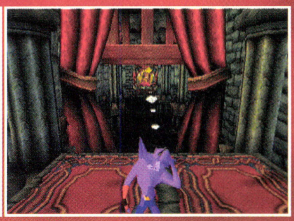

ACTION/PLATFORM
THIS MONTH'S FEATURE:
CRASH
BANDICOOT

CRASH BANDICOOT

For all those bold enough to not only beat Crash Bandicoot, but actually reach for the nearly unattainable goal of 100% completion, here's a guide on exactly how to do it. Now all you need are razor sharp skills, the will to be the best and some time to burn. Arm yourself with a stock PS controller and let's get to it! There'll be no cheat codes for this game... Only true masters will achieve 100% greatness!





A FEW RULES TO LIVE (OR CRASH) BY...

BOXES There are seven types and each serves a different purpose. Unmarked boxes with angled slats are cheaply made and break in one bounce. They can be spun to bits with no remorse... cause they're empty. Unmarked boxes with vertical slats can be used as launching pads, bouncing Crash to places overhead while dispensing fruity treats. Don't spin these, they may bounce you up to an otherwise unreachable box. Boxes marked with a question mark hold either one of the 3 types of bonus level tokens or more fruit for Crash to scarf. 100 fruits give Crash an extra life. Steel boxes marked with an arrow bounce Crash indefinitely and can't be broken. Unmarked steel crates are unbreakable, immovable, and bouncing ones will kill Crash. Steel boxes bearing exclamation points flip switches, filling in boxes elsewhere. Boxes marked "TNT," when spun into, will explode instantly, blowing Crash to lil' bits and pieces. When bounced on they'll count down from 3 and then explode... take cover. Boxes marked with the letter C represent check points. And finally, crates marked with Aku-Aku give you one floating Witch Doctor. Collect 3 and Crash dons the mask, rendering him temporarily invincible. Touch any wooden box while invincible and it disintegrates. Each Aku-Aku protects Crash against one hit.

DIAMONDS & COLORED GEMS Finishing a level going straight through, perfectly, breaking every box without ever dying, will produce either a clear or colored gem. Colored gems open sub-levels allowing you to achieve perfection. It's all in here.

AKU-AKU A mystic Witch Doctor, and Crash's only friend in this cruel world. Each Aku-Aku protects Crash from one hit.

KEYS Two keys can be obtained by completing the feared Neo-Cortex bonus levels. Keys open up hidden levels which must be completed perfectly in order to reach the end of *The Great Hall...*

THE STORY Tawna, Crash's babe, is next in line as the diabolical Dr. Neo Cortex's next Guinea pig. Crash has escaped after the Cortex Vortex again misfires. Using his Cortex Vortex device, the maniacal Doctor is hell-bent on mutating the whole species into his own personal army. It'll take one fired-up Bandicoot to rid the world of this wacko and his lunatic henchmen! Go get 'em, Crash!!

CRASH BANDICOOT

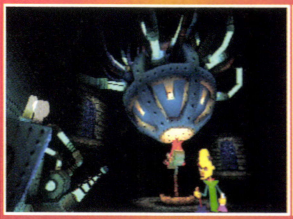
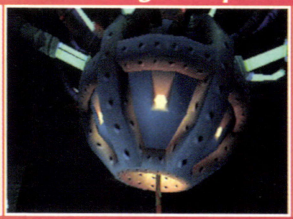
Act./Plat.
Crash Bandicoot

DON'T PRESS THAT START BUTTON!!

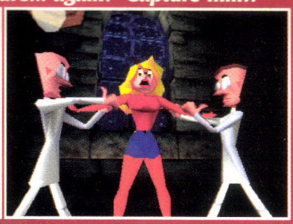
(Well, at least, not yet!) Let the title screen fade and check out the HOT real time INTRO!

But Doctor Cortex, we have not determined the cause of past failures...

Moron! This bandicoot will be my general and he will lead my Cortex Commandos to world domination! This time I shall reign triumphant!!

We are closer than ever before! Quickly! Into the Vortex! But Doctor Cortex, the Vortex is not ready. We have no idea what it can do!... *Failure... again! Capture him!!*



...Prepare the female Bandicoot...

ISLAND 1 STAGE 1
N. SANITY BEACH

N. Sanity Beach hides no secrets so it's a good place to learn all about your new friend Crash. Be careful with Aku-Aku though. While invincible, the slightest touch explodes boxes. You don't want to smash boxes necessary to reach higher ones, as a general rule.

N. Sanity Beach has one tricky part. In order to break every box you must shatter the row pictured above. Do this by holding down the jump button and evenly moving Crash forwards in small increments between each crate. This skill will come into use throughout the game. Don't forget to search the left fork for the last few boxes. A perfect score and the first gem is yours!!

ISLAND 1 STAGE 2
JUNGLE ROLLERS

Once you've completed *The Lost City* perfectly and acquired the green gem you'll be able to achieve perfection in *Jungle Rollers* by riding the shiny green stone to the hidden sub-level. The timing needed to finish *Jungle Rollers* unscathed is nothing compared to that of *Rolling Stones*. You'll be there soon enough.

Ride the green gem you toiled after proudly, and put *Jungle Rollers* to bed!

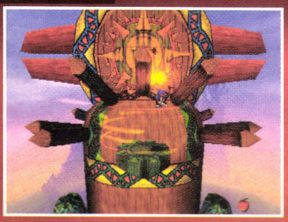
ISLAND 1 STAGE 3
THE GREAT GATE

You'll need the yellow gem to perfect *The Great Gate* and that, my friend, means flawless victory in the *Lab*! Although certain levels may seem 2D they're actually 2D in 3D, knowhatamean? Basically, you can still fall off the sides, so be careful!

SECRET 1-UP!

A SHORTCUT?

TAWNA BONUS-EASY PICKIN'S!



ISLAND 1 STAGE 4
BOULDERS

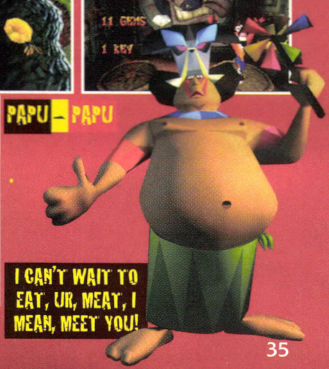
Just a warm up for the real thing really, but tricky the first time nonetheless. Baby jump just before each gate and don't miss a crate for an easy gem. Brace yourself for *Boulder Dash*! It's a whole lot more dangerous!

ISLAND 1 STAGE 5
UPSTREAM

This time, in order to achieve perfection, you'll need the yellow gem, which you get by perfecting the *Generator Room*. It reveals both a hidden 1-up box (under the bridge in the second screen) and a path to a second warp, beyond the first – upstream, if you will.

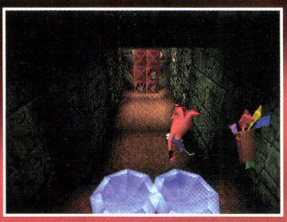
HUDIBAGUH!

DON'T FEED THE FISH...



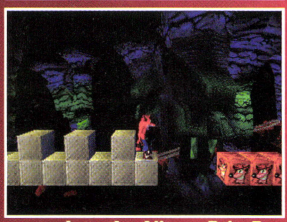
ISLAND 1 STAGE 6
ROLLING STONES

Besides being a marvel just to look, at *Rolling Stones* packs a slight challenge as well. The huge rolling stones (which look more like donuts, but don't tell Papu-Papu) are placed in close proximity to each other, with either moving or falling platforms in

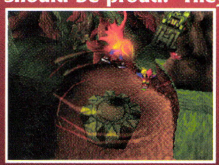


between. Precise timing comes into play a couple of times. Of course, it's nothing even close to that of *Sunset Vista*'s or *Slippery Climb*'s but you'll begin to see where the challenge lies.

You'll need the blue gem to get the clear gem in *Rolling Stones*. Now let me see, where'd I get that... uh-oh, *Toxic Waste*! Hope you like dodging barrels of muck amongst seas of toxic goop. By the time you've achieved that, *Rolling Stones* will seem like a stroll in the park!



You don't have to complete the Nitrus Brio Bonus Areas to obtain a 100% score. However, if you do, you should be proud. They're savagely hard!



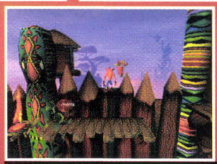
ISLAND 1 STAGE 7
HOG WILD

Here Crash seems his happiest, strapped to a wild hog. In *Hog Wild* simply dodge the wobbly natives, avoid spiky death and crush every box. A gem awaits your perfect ride... Wait till you see *Whole Hog*...

ISLAND 1 STAGE 8
NATIVE FORTRESS

As you can see, the pink gem is needed to reach these boxes nestled in sky among the clouds. The Pink Gem comes from none other than *Slippery Climb*, a God-awful stage to do perfectly. Bring it back here and reach for the sky!

DON'T KILL THIS TURTLE - HE'S YOUR RIDE TO THAT BOX!



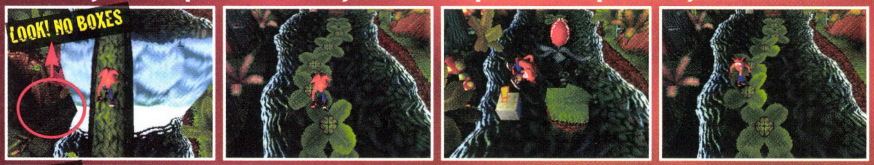
THIS SHORTCUT WILL KEEP YOU AWAY FROM SOME HAZARDOUS LEAPS AND SPIKY GRAVES. THE LEAP TO THE RIGHT HOWEVER...

...CROSSES FOUR FLAMIN' TORCHES. BABY JUMPS, BABY!

THESE NATIVES ARE QUICK! JUMP EARLY OR THEY'LL BOUNCE YOU INTO OBLIVION!

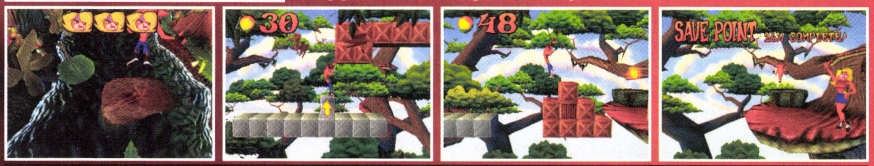
ISLAND 2 STAGE 1
UP THE CREEK

The first stage in (on?) Island 2, *Up The Creek* features more aquatic fun than you can shake a bandicoot at (can you shake a bandicoot?). Tread carefully on lily pads (they quickly sink and resurface moments later) and watch for the man-eating sort. *Up The Creek* requires no colored gem nor does it hold one. The one tricky little sequence below is your ticket to perfection – provided you don't drown.



Scamper down this path of beautiful lilies, give the steel crate a tap and then head back. Presto! Two hidden boxes (of course one that explodes) appear down under the waterfall. Jump from the point pictured left, not the top, and then leap back to the same spot.

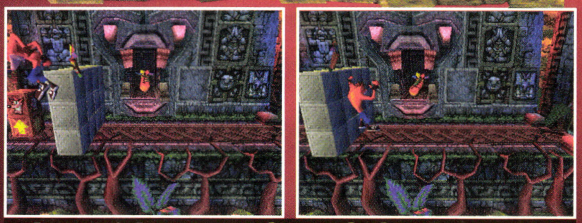
Now all you have to do is the rest of the river perfectly for yet another sparkling gem. Watch out for the fish (they bite) and be patient while riding leaves. Those snappers can be quite tricky!



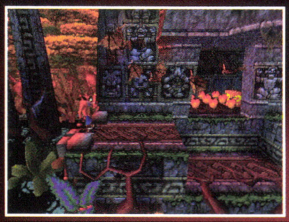
WHY NOT STOP AND ENJOY THIS FABULOUS BONUS LEVEL ALONG THE WAY... Hey, isn't that Tawna, but I thought she was, er, whateva... BACK IN THE WATER!

ISLAND 2 STAGE 2
THE LOST CITY

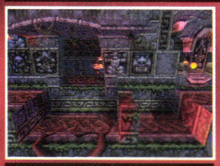
Now you're getting into the thick of it! Beat this one perfect, and it's a green gem for you! Then you can double back and finish off *Jungle Rollers*. Follow me and pay close attention.



FIRST THINGS FIRST. HOP AROUND THIS BEND AND CRUSH THOSE BOXES!



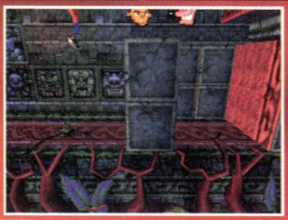
A BAT OVERHEAD MEANS STOP AND WAIT FOR THE FLOCK TO PASS. THE LITTLE RATS STING! YOU CAN SPIN A COUPLE, BUT BE CAREFUL.

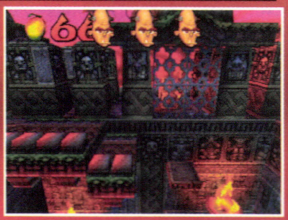


SOME BOXES ARE CLEVERLY HIDDEN WITHIN THE CRACKS AND CREVICES OF THE LOST CITY. CHECK EVERY INCH!

THESE BLOCKS BURST FROM THE WALLS AND TRY TO KNOCK CRASH OFF THE EDGE. WAIT TILL THEY GROUP TOGETHER AND RUN FOR IT!

THAT STEEL BOX WITH THE '!' ON IT WILL FILL IN THE BOXES AT THE TOP OF THIS TREACHEROUS WALL (ONE OF MANY). THERE YOU'LL FIND THE NITRUS BRIO BONUS ROUND. SO FILL 'EM IN. JUMP MAXIMUM LEFT TO REACH THE BOX. DON'T GET FRIED!





THE TREACHERY! NITRUS BRIO'S BONUS STAGES ARE NUTTIER THAN HE IS, AND HE'S A FRUITCAKE! SKIP 'EM IF YOU'RE ON A ROLL.

USE BABY JUMPS (TAP AND DON'T HOLD) TO NEGOTIATE THESE ROTATING PLATFORMS. HIT BLOCK ONE, MIDDLE, THEN LAST.

THE LOST CITY'S MOVING PLANKS WOULDN'T BE SO BAD... IF YOU DIDN'T HAVE TO DO THE WHOLE STAGE AND NEVER MISS! WATCH THEIR MOVEMENTS CAREFULLY. ON THIS SET, FOLLOW DIRECTLY AFTER THE BATS AND NEVER LOOK BACK!

THESE LIZARDS APPROACH AND THEN WITHDRAW. WATCH THEIR PATTERNS AND USE 'EM TO YOUR ADVANTAGE!

YOU'VE DONE IT! HELD TOGETHER THROUGH THE ENTIRE STAGE AND SCORED THE FIRST COLORED GEM.

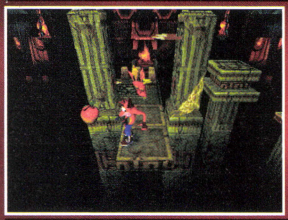
ISLAND 2 STAGE 3
TEMPLE RUINS

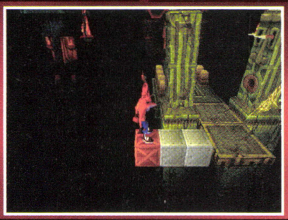
You've arrived at the game's first temple. Dry your hands and get set for platform mania-part 1. A perfect performance will earn you a clear gem, no colored gem necessary. Lighter shaded platforms drop quickly and precise leaps are the only way out. Good luck.

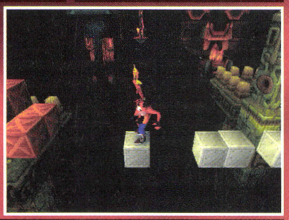
ALWAYS FOLLOW THE FOOD - AND TAKE FULL JUMPS. THEY'RE FURTHER APART THAN THEY APPEAR!

WATCH FOR SPIDERS, A SHADOW PRECEDES THEM.

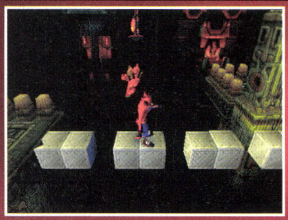
LOFT FROM MID TO END PLAT - MAXIMUM LEAP.

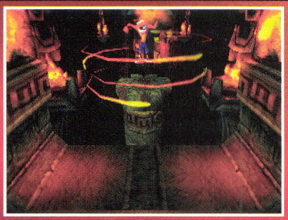






SEE THAT TASTY MORSEL FLOATING IN SPACE? WELL, TAKE A LEAP OF FAITH AND YOU'LL DISCOVER THIS ROW OF HIDDEN PLATFORMS. THE ELUSIVE FINAL BOXES ARE YOURS! PERFECT!

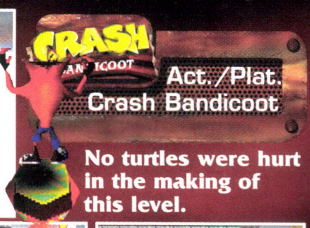




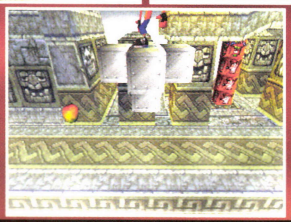
ISLAND 2 STAGE 4
ROAD TO NOWHERE

A quiet, serene place, or so it seems. Actually, doing this stage perfectly will take nerves of steel. I never thought I'd do it. You'll need the pink gem, which you'll find on *Slippery Climb*. So on your first visit just head for the warp. Crash's big feet are a blessing here as thin red planks that fall after a second or two of contact are literally everywhere. A mixture of baby jumps and far leaps perfectly timed are only the beginning of your troubles. Turtles must be bonked in the proper place and then launched from, before they wake. This is a hard stage to do perfectly.

I've packed this bridge with so much peril, even the best of bandicoots will surely perish! Ha!



No turtles were hurt in the making of this level.



PICTURED ABOVE: ONCE YOU'VE OBTAINED THE PINK GEM AND ARRIVE AT THIS DESERTED STRIP OF FLOATING ROCK, 1ST - BOP THE TNT FAR RIGHT; 2ND - RUN BACK AND USE THE BOX THAT APPEARS TO JUMP TO THE ONE ON YOUR RIGHT AND UP TO THE MIDDLE SHOT ABOVE; 3RD - JUMP STRAIGHT UP AND SWITCH ON THE STACK OF BOXES WITH CRASH'S SMILING FACE ON 'EM; AND LASTLY, AFTER YOU'VE GOBBLED UP ALL THE FREE CRASHES, BONK THE 2 TNT BOXES BEFORE YOU LEAVE...

...WHEN YOU REACH THE END OF THE STAGE (HAVING NEVER DIED) JUMP ON TO THE PINK GEM, USE THE INVISIBLE PLATFORMS (SEE 'EM BACK THERE IN THE MIDDLE SHOT?) TO JUMP OVER TO THE LAST STACK OF BOXES (SHOT AT LEFT) AND FINISH OFF THE STAGE. OH MY, THAT WAS DIFFICULT!... IT GETS WORSE.
(NOTE -THE PINK GEM IS CLEARLY VISIBLE IN THE FINAL, MINE WAS 99.9%)

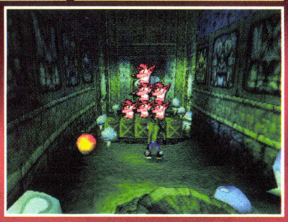
FROM OUT OF THE FOG COMES A SNORTIN' HOG! JUMP EARLY, THESE CRITTERS ARE QUICK!

YOU CAN WALK ONTO TURTLES BELLY -UP.

A PERFECTLY-TIMED SPIN IS NEEDED HERE.

ISLAND 2 STAGE 5
BOULDER DASH

By using the yellow gem you get after perfection in *The Lab* to beat *Lights Out* (perfectly) you'll secure the purple gem. Got that? Take a ride on the trusty purple gem at the end of a perfect run at *Boulder Dash* and submerge into one of Neo Cortex' ground hovels. Iridescent life-forms guard the last boxes. Perfect!!



ISLAND 2 STAGE 6
WHOLE HOG

Because I'm such a nice guy, after toiling to get a perfect score on *Whole Hog*, I went back and charted the entire course! What follows is the recipe for success! Oh, by the way, you need a key to open up this fine ride. The key can be obtained by beating the Neo Cortex Bonus level in Sunset Vista. That's no small task, but a journey worth taking, indeed!

LET'S RIDE!

LEFT...

UNDER...

UNDER...

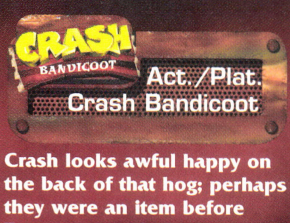
LEFT...

OVER...

LEFT...

RIGHT...

RIGHT...



Act./Plat.
Crash Bandicoot

Crash looks awful happy on the back of that hog; perhaps they were an item before Tawna came along.

UNDER...

RIGHT!

YEE-HAW!!

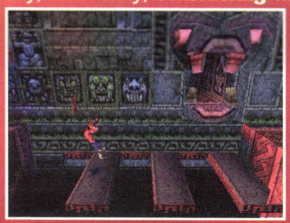
DAMN NATIVES!!

THE SIGHT OF HIS BRETHREN ROASTING WAS JUST TO MUCH FOR THE POOR HOG. GET UP YA' SLAB!

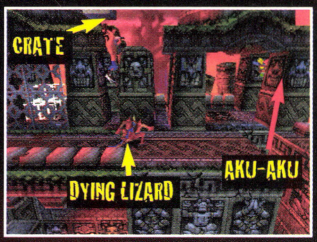
ISLAND 2 STAGE 7

SUNSET VISTA

Sunset Vista **from end to end... perfect. It can be done! It won't be easy, and you'll only gain a clear gem, but it must be done.** ***Sunset Vista*** **holds the key to** ***Whole Hog*** **(one of two secret areas that can only be accessed by key) and you don't want to miss that! My only words of encouragement: Some obstacles look harder than they actually are. For the most part, precisely timed jumps are the key. Memorize the patterns of planks and moving walls thoroughly before proceeding. It's worth leaping into the cavern shown here for the extra Aku-Aku by the way, and really, considering where it is, rather simple.**

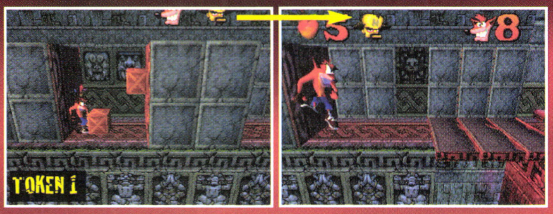


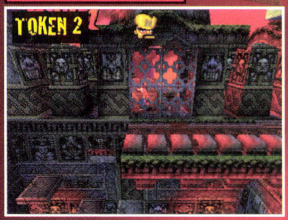
JUMP TO THE FIRST PLANK BEFORE IT APPEARS, WAIT ONE SECOND, JUMP AGAIN, AND REPEAT.

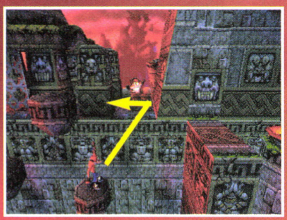


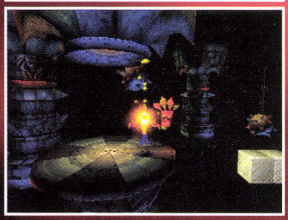
IF YOU ACCIDENTALLY RETIRE THE LIZARD WHO LOFTS CRASH TO YONDER BOX (FILLING IN THOSE ONES IN THE BACKGROUND), GRAB THE 3RD AKU-AKU AND YOU'RE BACK IN BUSINESS- IF YOU HAVE THE OTHER 2...

ISLAND 2 STAGE 7
SUNSET VISTA CONTD



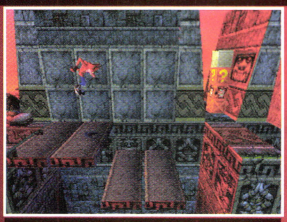




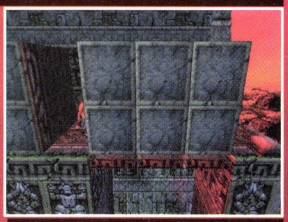


IT'S SHORT, BUT LACED WITH TNT... STAY CALM AND THINK ABOUT ALL THE FUN 'WHOLE HOG' WILL BE!

IT'S BEST TO LAND HERE RATHER THAN ON THE CRATE. IT BOUNCES YOU EVER SO SLIGHTLY AND COULD SEND YOU TO THE FIERY PITS BELOW.



MORE TRICKY PLANKS AWAIT NEAR THE LEVEL'S END. STOP AND STUDY THIS EASY PATTERN BEFORE LEAPING. YOU'RE CLOSE.



PRESS RIGHT UP AGAINST THIS CLUSTER, RUNNING IN PLACE. AS SOON AS IT GOES IN, JUMP - SPIN, AND RUN! THE PLANKS BELOW FALL ABRUPTLY!

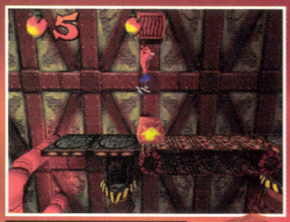
CRASH BANDICOOT

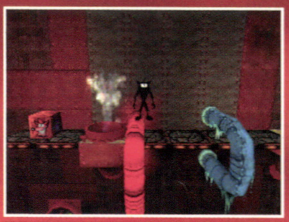
Act. /Plat.
Crash Bandicoot

YOU'VE DONE IT! NOW GO SPANK KOALA KONG AND HEAD FOR THE THIRD ISLAND!!

You've konked Koala Kong and now the treacherous third island awaits. The closer you draw to the maniacal Dr. Neo Cortex, the more twisted his polluted world becomes.

Has Tawna been mutated by the dreaded Cortex Vortex device? Will Nitrus Brio turn you into a house cat before you can save her? And what of that blimp parked far in the sky? It's been a long day and Crash wonders when his former life of frolicking in the wild and pigging out will return. Let's fry that freak and get to it, shall we?





ISLAND 3 STAGE 1

HEAVY MACHINERY

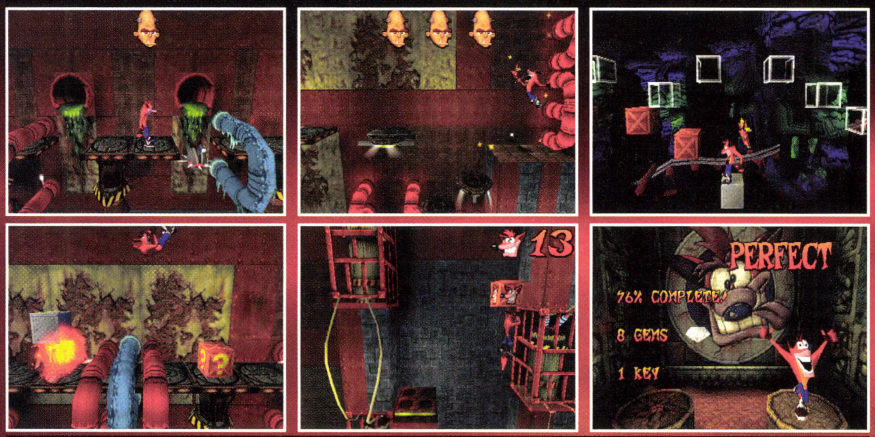
KEEP A LOOKOUT FOR THOSE RED-HOT PIPES, CRASH, OR YOU'LL END UP... ASHES TO ASHES

CORTEX'S CRAZY CAMERAS WANT A LOOK AT YOU, BANDICOOT. SPIN 'EM INTO OBLIVION!

After that heinous mess at *Sunset Vista*, what a joy *Heavy Machinery* is! No keys or colored gems to collect, just wail through and have a great time, bipping and bopping to the energized music that fills this highly-mechanized freak factory. If you're up to it follow the path below and give the N. Brio bonus round a try. As tuned to Crash as you are by now, achieving a perfect run here should be no problem!

THE PATH TO THE FIRST NITRUS BRIO TOKEN WILL REQUIRE YOU TO LEAP DOWN IN BETWEEN THOSE TWO SPIKY CAMERAS AND HEAD LEFT. TAKE THE ELEVATOR BACK UP AND PROCEED.

YOU CAN'T KILL THESE SPUTTERING, THORNED SPY-CAMS SO YOU'LL HAVE TO OUTSMART 'EM.



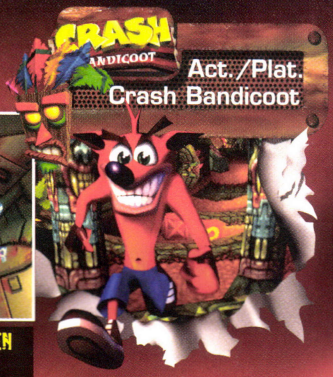
DON'T RUSH OUT AND FORGET THE LAST BOXES WHILE BEING HYDRAULICALLY CATAPULTED; CHECK EACH COVE.

ISLAND 3 STAGE 2
CORTEX POWER

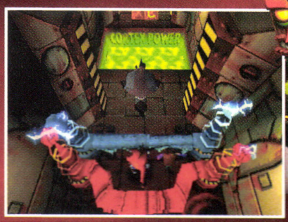
Now it gets really interesting. These charred steel corridors, amongst cesspools of toxic green goop, twist and turn, causing Crash to chart his way to the elusive boxes. Lucky for you I've charted a course to each and every one of 'em and it's right here below. The maze-ridden underground however, is the least of your problems. This place is crawlin' with haywire electrical systems and killer security cameras. If that's not enough to scare the fur off a bandicoot, there's a couple escaped Pinstripe clones, guns a-blazin', to really brighten Crash's day. In we go!!

FOLLOW ME!!

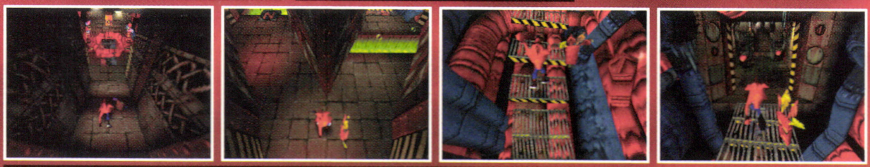
WE'LL BE OUTTA HERE IN NO TIME!



WE'LL START HERE. AT THE FIRST FORK... GO RIGHT.

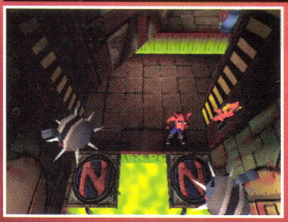


USE THESE SAFE SPOTS WHEN YOU CAN.

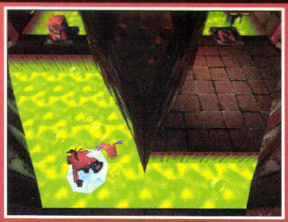


DOWN WE GO AND RIGHT AT THE SECOND FORK. CLIMB THE STAIRS AND TAKE COVER. THERE'S A SHOOTER IN HERE! THE SECOND HE STOPS FIRING SPIN 'EM OUTTA THERE AND HIT THE SWITCH (!).

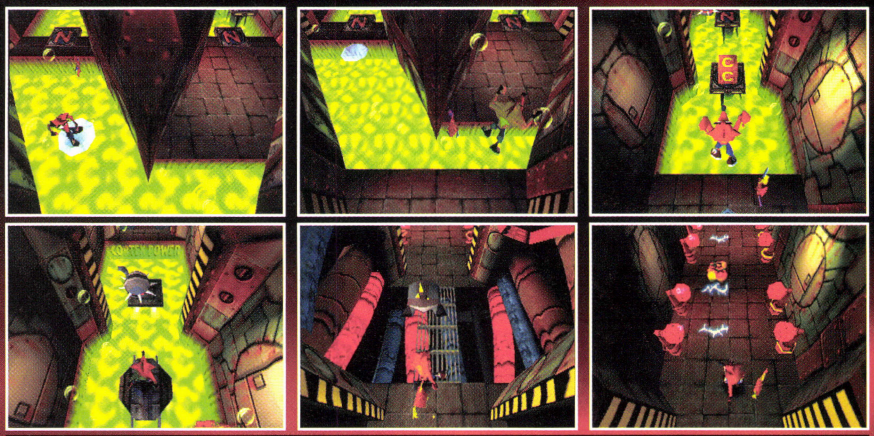
HEAD DOWN THE STAIRS, GO LEFT AT THE FORK, AND THEN LEFT AROUND THE COLD PIPE.



AVOID THE CAMERAS, GET ON THE BLUE GEM AND GRAB AKU-AKU.



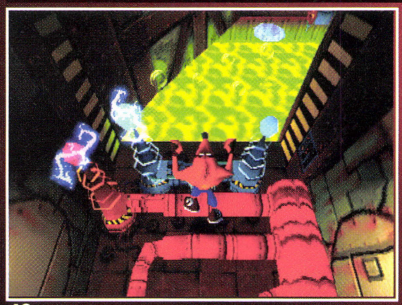
NOW WE BACK-TRACK...



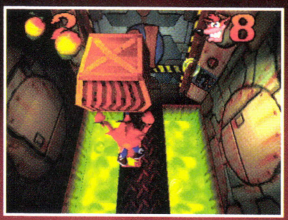
AFTER A CIRCULAR JUMP AROUND THIS CAMERA, YOU'LL ENTER A HALL BURSTING WITH ENERGY. USE THE SAFE SPOT (BELOW LEFT) ON THE SECOND REACTOR. YOU'VE COME TOO FAR TO FRY HERE.

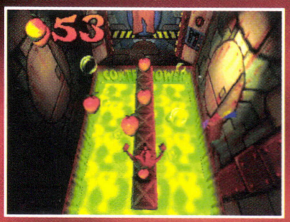
CIRCLE AROUND THIS COLD PIPE AND MAKE YOUR WAY TO THE TNT ROOM..

JUMP ON THE FIRST TNT BOX AND IT EXPLODES THE WHOLE ROW... COOL. I DON'T SUGGEST YOU STICK AROUND TO WATCH LIKE I DID...

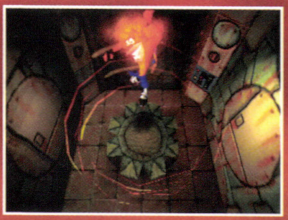


NOW, LET'S GET OUT OF HERE! THE WARP IS JUST AHEAD...





THE SWITCH WAY BACK BY THAT CRAZY GUNMAN FILLED IN THESE LAST BOXES... (REMEMBER N. SANITY?). DON'T CHOKE HERE – IT'S THE END OF THE STAGE!



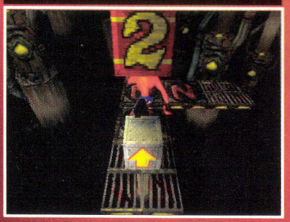
ISLAND 3 STAGE 3
GENERATOR ROOM

The eyes of Cortex are upon Crash as he enters the dank nucleus of the Doctor's empire. Pinstripe runs this hovel; no wonder it's such a mess! A perfect run through the *Generator Room* will earn Crash the orange gem. No colored gem is needed to complete the level. Precision platforming skills are all you need.

COULD SOMEONE PLEASE CHANGE THE CHANNEL?

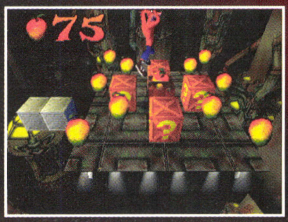
SPIN THIS STACK HIGH TO IGNITE THE TNT.

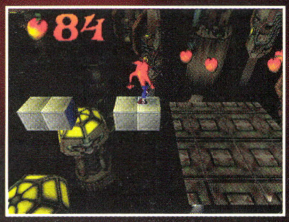
NOSY SPY-CAMS SPIN EASILY OUT OF CRASH'S WAY.



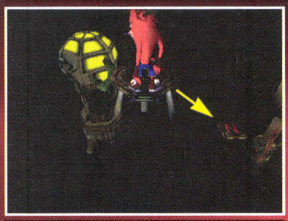
SPIN THIS STACK HIGH TO IGNITE THE TNT.

FLIP THAT SWITCH! (THAT PLATFORM RE-APPEARS AFTERWARDS) IT ACTIVATES THE HOVERING PLATFORM, BUT...





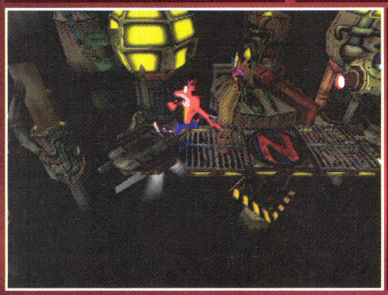
...ONLY FOR A LIMITED TIME. MAKE HASTE! GRAB THE GOODS AND HEAD FOR SAFETY!



DO NOT ATTEMPT TO JUMP DOWN TO THAT TEMPTING PLATFORM. IT CAN'T BE DONE. YOU'LL BE THERE SOON ENOUGH.

YOU'RE IN THE TUBE, DUDE. DON'T SPIN MADLY, CRASH, YOU'LL PLUNGE INTO THE DARKNESS! SPIN CAREFULLY.

THESE SPIKY CAMERAS SPUTTER DELICATELY THROUGH THE THICK AIR. THEY'RE TRICKY LITTLE SUCKERS TOO!



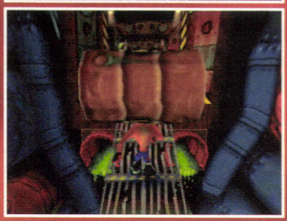
YOU CAN WALK ONTO, AND OFF OF THESE FLOATERS. I SUGGEST YOU DO. THEY MOVE SWIFTLY.

(AT LEFT) WAIT HERE FOR THE PLATFORM TO RETURN RATHER THAN ATTEMPTING IT THE FIRST TIME.

By completing The *Generator Room* perfectly you will have acquired the orange gem which opens up *Upstream*. With green and orange under you're belt, or fur, or whatever, only the blue, pink, purple, and yellow gems remain! Did I say only?

ISLAND 3 STAGE 4
TOXIC WASTE

There's not a whole lotta strategy involved here, just some bionic bear who loves to toss cans of *Toxic Waste* at Crash (hence the name). At first he only rolls them, an easy obstacle for an elusive Bandicoot. Later however, this bear gets a burst of adrenaline and begins bouncing barrels at Crash. To make matters worse, getting every box includes some knowledge of explosives, if you know what I mean. My advice: run from bouncers to get an idea where they strike. Or, better yet, pause and un-pause, revealing the safe spots!



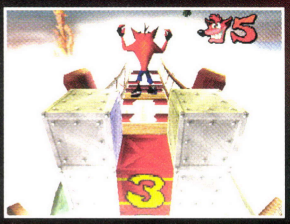
A HANDSOME AWARD INDEED! IT'S THE BLUE GEM. NOW YOU CAN FINISH ROLLING STONES, CORTEX POWER, AND JAWS OF DARKNESS. OH JOY OF JOYS! LET'S HEAD FOR THE HIGH ROAD!

ISLAND 3 STAGE 5
THE HIGH ROAD

You may ask yourself (no, you *will* ask yourself), *Do they really expect me to not only beat this stage, but do it perfectly, never bailing, even once?* Indeed they do. Naughty, *naughty* Dog!! It's the backyard for you and no Milk-Bones for a week, Mister!

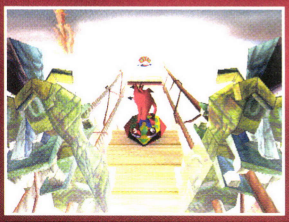
RIGHT FROM THE START, THEY TRY AND FOOL YA! GO BACKWARDS BEFORE YOU GO FORWARDS...

IMAGINE HOW FURIOUS I WAS AFTER COMPLETING THE LEVEL PERFECTLY ONLY TO FIND OUT I MISSED A TON OF BOXES. WHY I OUGHTTA... I'VE SPARED YOU THE PAIN.



SPIN THIS FIRST OBSTACLE PERFECTLY BY TAPPING SLIGHTLY AT THE TOP OF YOUR JUMP, OR YOU CAN KISS AKU-AKU GOODBYE. WAIT A SECOND... THERE ARE NO AKU'S ON THIS LEVEL. YIKES!!

'MEMBER THAT HOG YOU SENT INTO THE SPIKES A WHILE BACK? WELL, GUESS WHAT... THE FRIGGIN' THING CAN RUN ON AIR! STUDY WHERE THEY TURN AND JUMP OVER 'EM.



TURTLE POWER! BONK TURTLES TO TURN 'EM OVER, THEN USE 'EM AS TRAMPOLINES. IF YOU KNOCK ONE UPSIDE-DOWN IN THE WRONG SPOT - WAIT A SEC AND HE'LL WAKE UP. EXCEPT ON RED PLANKS, OF COURSE.

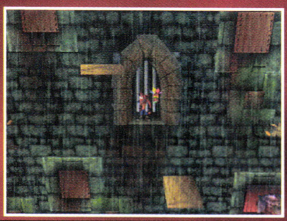
BECAUSE I CARE, I'LL SAVE YOU AGAIN... SEE THAT BOX WAY OFF IN THE DISTANCE THAT YOU'D NEVER NOTICE... YOU GOT IT. THE 2ND TIME I FINISHED THIS ONE PERFECT I WAS MISSING ONE CRATE. GUESS WHICH ONE... USE THE SIDE POST TO REACH IT. BE REEEALLY CAREFUL.

ISLAND 3 STAGE 6

SLIPPERY CLIMB

Here's part of the reason why my quote appears on the back of the *Crash* CD case. I believe that statement in particular came to mind within seconds of arriving here, at *Slippery Climb*. You could give me ten platformers with levels just like this and lock me in a room with a case of Frappuccinos. This is platforming at its finest and for finishing it perfectly you'll

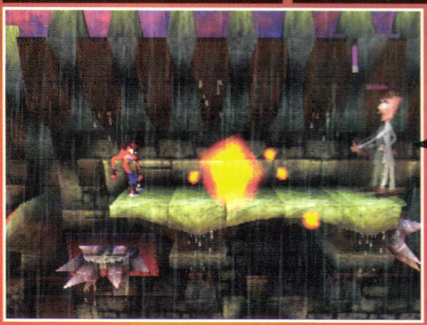
be rewarded with the pink gem. *Slippery Climb* is 99% mental, as it will take precise timing to conquer. After this one you'll be able to plug in just about anything and destroy it. Take a minute when you begin to soak it all in: the rain, the clapping thunder and lightning, the music... ahhhh, to be a bandicoot in love.



YOU'LL HAVE TO DO SOME SERIOUS WORK TO BREAK EVERY BOX... CAN YOU FLY, BOBBY?

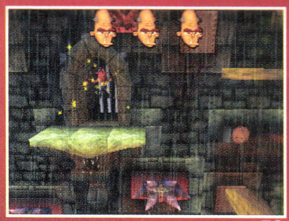
STAIRS FALL AWAY. COUNT THE SECONDS BEFORE JUMPING.

FROM THE SHOT LEFT BEGIN JUMPING RAPIDLY, NEVER PAUSING EVEN FOR A SECOND, AND YOU'LL HIT EACH PLATFORM PERFECTLY.



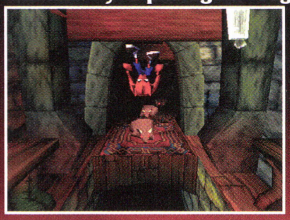
THIS GUY'S A JOKE. JUST RUN UNDER THE VIALS AND SEND HIM TO HIS DOOM.

IF YOU'RE FEELING BRAVE, GIVE N. BRIO'S BONUS ROUND A SPIN. THIS ONE'S INSANE!



ISLAND 3 STAGE 7
LIGHTS OUT

The concept is simple: Grab a gleaming Aku-Aku mask (illuminating the structure) and make your way to the next one before all goes black. A few slight problems however, may occur. Rats for one... big rats. Then there's the blind jumps when all is dim, blades that will turn you in to bandicoot steaks and the fact that you need the yellow gem to do the level perfectly. There is good news, however: The purple gem that awaits will allow you passage through the secret underground in *Boulder Dash*.



AREN'T WE JUST A TAD VAIN?

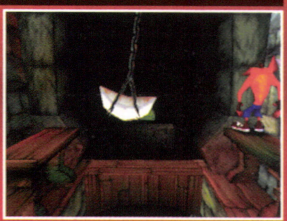
THAT WAS FUN. WHAT'S NEXT?

ISLAND 3 STAGE 8
FUMBLING IN THE DARK

SECRET STAGE! **If you thought *Lights Out* was challenging you're in for a mega shock. Getting the key from *The Jaws of Darkness* to unlock this level was *hard*, but completing *Fumbling in the Dark* mistake-free is probably one of the craziest things I've ever done. I honestly thought this was it. "I'll never do this one," I thought. But I did and so will you. You know why? 'Cause we're gamers. Hyper-coordinated individuals who can pick a fly out of the air, that's why!**

THAT'S RIGHT! THEY'VE DONE IT TO US AGAIN!! AFTER DOING THIS ONE PERFECT, AND JUMPING OUT OF MY CHAIR IN RELIEF, WHAT DID I FIND? I MISSED HOW MANY BOXES!!?? I'M HAVING DOG FOR DINNER! START FUMBLING IN THE DARK BY BACK-TRACKING. WHO ARE THESE GUYS?

THESE MOVING-FLOATING PLATFORMS ARE TRICKY. JUMP WHILE THEY'RE COMING TOWARDS YOU AND ARE STILL PRETTY FAR AWAY, THEY'LL CATCH UP WITH CRASH WHILE HE'S AIRBORNE.



JUMP AROUND HATCHETS AND MAKE SURE YOU DON'T HIT THE LIGHT TILL YOU SEE AN OPENING. LIGHT IS A VALUABLE COMMODITY DOWN HERE.

DON'T SPIN SPIDERS! YOU MAY KNOCK 'EM IN TO THE NEXT AKU-LANTERN... A TRAGEDY!

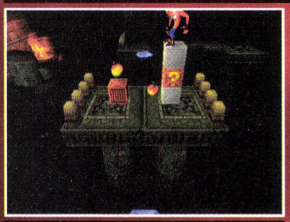
As you can see, the way I played Crash, this was my last task. That 100% was a sight for sore (heck, sore, more like bleeding) eyes.

Ya know what's weird? The folks from Universal were here when I did it. Freaky, huh? Oh well, *Jaws* awaits...

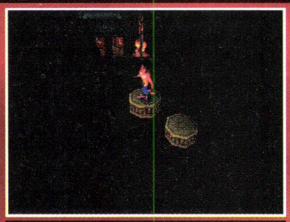
ISLAND 3 STAGE 9
JAWS OF DARKNESS

Jaws of Darkness nearly drove me insane. Just finishing it perfectly is hard work, as there are many types of jumps to memorize, gobs of pitfalls and obstacles galore. This is where you'll find the 2nd key (which opens up *Fumbling in the Dark* – more joy), by beating the Neo Cortex bonus stage, which by the way, is scary. Just getting there takes some doing. If that's not enough, you need the blue gem to do all of the above!

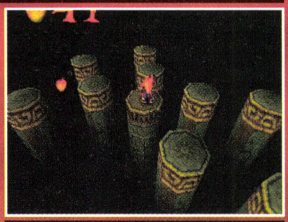
THE FIRST FEW SNAKES (WELL, ALL BUT THE ONE ON THE NEXT PAGE) YOU CAN KILL BY SPINNING. PICTURED RIGHT, THE MIDDLE BLOCK IS YOUR SAFE SPOT.



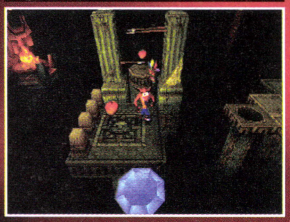
THERE'S A HIDDEN 1-UP BOX ABOVE THIS STACK.

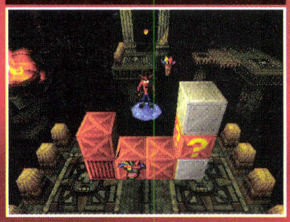


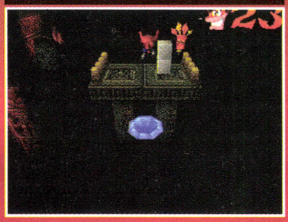
DON'T JUMP, WALK, FROM PLATFORM TO PLATFORM.



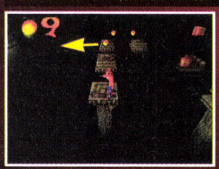
WHEN ATOP SPINNING PILLARS ALWAYS FOLLOW THE FOOD.

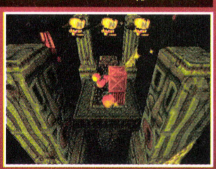




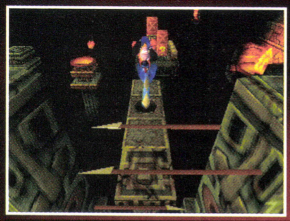


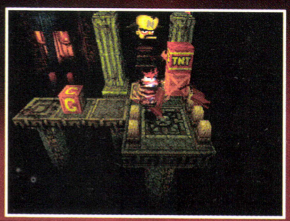
THE GEM TRAIL... IT TAKES YOU AROUND IN ONE BIG CIRCLE AND DROPS YOU RIGHT WHERE YOU STARTED...





...BUT THE LAST BOXES ARE CONCEALED WELL! AT THE END OF THE ROW IN SHOT 1... TAKE A LEAP OF FAITH, LEFT, AFTER THAT FOOD, AND... THE REST OF 'EM AND THE 3RD CORTEX TOKEN AWAIT!



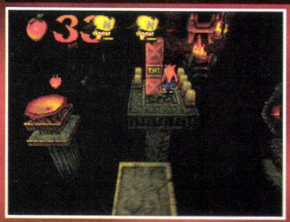


CRASH BANDICOOT

Act. /Plat.

Crash Bandicoot

DON'T SPIN THIS SNAKE!! YOU'LL SEND HIM INTO THOSE CRATES AND WIPE OUT THE FIRST NEO CORTEX TOKEN!



HERE'S CORTEX TOKEN 2, AND YOU KNOW WHERE TO FIND THE THIRD... NOW GO GET THAT KEY!

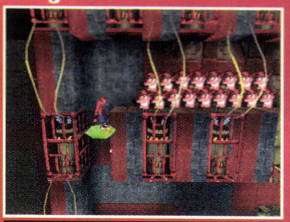
I smell Bandicoot! Where are ya?!

WE'RE TWO STAGES AWAY YOU MIDGET-ON-A-SHIP, BIG-HEADED, FOUL-SMELLIN', BAG OF SPACE MANURE. AND WE'RE COMIN' FOR YA!

ISLAND 3 STAGE 10

CASTLE MACHINERY

Castle Machinery's a lot like *Heavy Machinery*, just longer, more difficult and you need the green gem to beat it perfect. Once you get the green gem and arrive here however, you're forever stocked with Crashes. The green gem leads to a virtual 1-up feast! There's one spot on this stage that requires careful investigation before taking it on. That's the row of boxes you must clear pictured below. You only get one chance as there is no way back, and you need to break every one for that precious gem.



I KNOW IT'S CRUEL BUT YOU HAVE TO BREAK THEM ALL WHILE JUMPING RIGHT, TO THE OTHER SIDE. YOU CAN LEAVE A COUPLE TOWARDS THE END AND BACKTRACK, BUT BE CAREFUL! SPIN THE BLOCKERS.

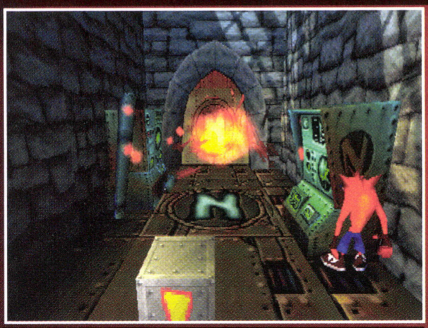
ONCE THE GREEN GEM IS IN YOUR POSSESSION, IT'S A 1-UP FESTIVAL!

YOU SHOULD GET THROUGH CASTLE MACHINERY WITH EASE ONCE YOU'VE MASTERED THAT CRAZY CRATE JUMP. THE LAB HOWEVER IS ANOTHER MATTER COMPLETELY...

ISLAND 3 STAGE 11
THE LAB

THIS IS IT!! All your hard work is about to pay off, in one way or another that is. *The Lab* is where you'll find your final gem... the yellow one, and it's the last stage before Dr. Neo Cortex himself. And a stunning sight he is!! If you don't have 100%, however, the game's not completely over. There's still one last thing that Crash must do... something is troubling him...

DON'T JUST GO SPINNIN', HIDDEN TNT IS HIDDEN THROUGHOUT THE LAB. REMEMBER, THE DOC'S BEEN WAITING FOR YOU. HE'S NOT GOING TO MAKE THIS EASY.

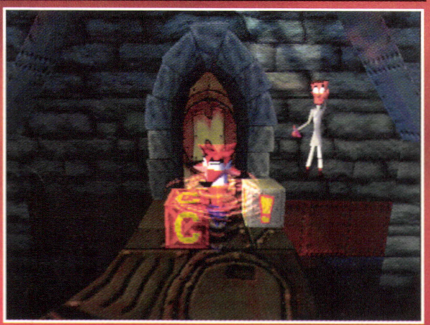


ALWAYS TAKE COVER AT A SAFE DISTANCE, SHRAPNEL IS A BANDICOOT'S WORST NIGHTMARE. THOSE !'S ACTIVATE THE DOORS.

THESE YELLOW HOMING GLOBS ARE PRETTY STUPID BUT CAN KNOCK YOU OUTTA PLAY. PERFORM A CIRCULAR JUMP AROUND THEM.

USE THE SIDES IN THE TNT ROOM, THE FLOOR OPENS AND CLOSES ABRUPTLY.

THIS IDIOT DELIVERS A KING-SIZE SHOCK!! HE SIZZLES ONCE FOR ABOUT 2 SECONDS, THEN RESTS FOR ABOUT A TWO COUNT, AND REPEATS THE PATTERN THREE TIMES. TIME YOUR SPINS PERFECTLY. THREE SENDS HIM TO HIS DOOM, OVER THE EDGE. BYE. HE DOES HAVE FRIENDS, HOWEVER.



HERE'S ONE OF 'EM NOW! A STUPID ONE, THOUGH. JUST RUN STRAIGHT AT THIS GEEK, UNDER THE TOXIC BEAKER HE SO WIMPILY LOBS. POW! LATER, FREAK!

TIMING IS EVERYTHING HERE. AS THE FIRST BOLT OF ELECTRICITY FLIES HIT THE SWITCHES. YOU'LL HIT THE FLOOR RUNNING AND CLEAR THIS AND OTHER OBSTACLES LIKE IT EVERY TIME.

THIS IS A HARD ONE, WITH THREE THINGS TO TIME, THE BOLTS OF ELECTRICITY, THE FLOOR, AND THE MAD FREAK, YOU'LL NEED TO THINK ABOUT THIS ONE... I DID.

COUNT 1-2-3 WITH THE ELECTRIC BOLTS. GO ON 2, WITH A CIRCULAR JUMP AROUND THE YELLOW GLOB. ONCE IN THE MIDDLE OF THE ELECTRIC BARRIERS HE WON'T RE-APPEAR.

ONCE THROUGH THE DOOR, YOU CAN STAND HERE ALL DAY, SO DON'T RUSH, THIS IS A HARD JUMP... AND IT IS YOUR LAST ONE!!! IF YOU'VE DONE THE LAB PERFECT AND DIE HERE, YOUR CONTROLLER WILL SUFFER, WE BOTH KNOW THAT. JUMP TO THE FIRST CRATE, BOUNCE TO THE THIRD, AND LOFT FROM THERE.

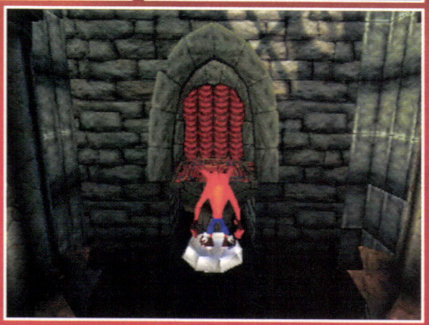
SEE, NO PROBLEM. NOW LET'S GET OUT OF HERE AND VISIT THAT MOST HALLOWED OF LOCALES... THE GREAT HALL.

IN CASE YOU NEVER GOT ZAPPED, IT LOOKS NASTY!

NOW THAT WE'VE GOTTEN THAT OUT OF THE WAY, LETS TROT ON OVER TO THE HALL AND SEE HOW WE'VE DONE... THEN WE'LL TAKE A LOOK AT ALL OF CRASH BANDICOOT'S HENCHMEN, INCLUDING THE DOCTOR HIMSELF...

PRE-CORTEX
THE GREAT HALL

This is where all your hard work pays off... right before your eyes in *The Great Hall*. If you've been racing through Crash and collected no gems, hop on over to the exit and go fight Dr. Neo Cortex. Well, do that anyway. For each gem you've collected a solid platform has formed, so only when you have every gem will you be able to leap through the depths of this amazing hall high in the sky to the very end where your honey and a blazing second ending await. For what it's worth, it feels mighty good to be able to complete this hall. Crash Bandicoot is a hard game to beat perfectly. Those who do can truly call themselves master platformers.



THE BOSSES

DR. NEO CORTEX

If he had it his way, Crash, under his control, would be out pillaging in the name of Dr. Neo Cortex. Instead, he's now confronted with his new nemesis. To say the least he is not a happy Doctor. He'll shoot 3 types of beams at Crash: Purple ones, which you must simply dodge, Blue ones which you must duck under or jump over, and Green ones, which you must spin back. As the fight intensifies, the green shots Crash spins back will form into huge clusters, which you must explode, and the Doctor's shots will intensify accordingly... Watch the Blue shots carefully, they'll begin to move in a criss-cross pattern. Crash will need to stay on the blimp and walk under these.

THE FIRST ENDING IS COOL. SHORT, BUT COOL. THE 2ND... BETTER.

THE BOSSES

PAPU-PAPU

This fat tub-o'-lard would surely benefit from a number of products readily available through late-night TV. After you finish gazing in amazement at his nicely animated jelly belly, jump his measly hammer and knock him on the head 3 times. He'll hit the ground like a sack of mud.

DEPENDING ON WHICH WAY HE FALLS, YOU MAY GASP AT HIS GHASTLY BUTT-CRACK!

THE BOSSES

RIPPER ROO

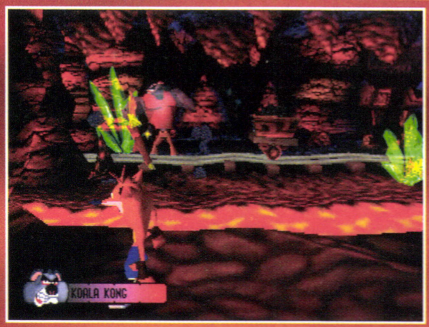
This insane kangaroo in a straight-jacket has his own mini-game goin' and you've been invited. Roo chuckles freakishly throughout, and is obviously the result of one of the Doc's experiments gone terribly wrong. Stay on the back platforms jumping in to ignite the TNT's as they reach the middle for the first two hits. Roo won't jump to the back until he's been hit twice. For the third hit, just jump to the last place he's been and then seize the moment!

RIPPER ROO'S AN OUT-N'-OUT LOON, AND ONE OF THE COOLEST BOSSES IN THE GAME.

THE BOSSES

KOALA KONG

No ordinary bear, Koala Kong's orders seem to be to keep Crash from ever seeing the third island. As TNT drops from above, Koala Kong will heave three boulders quickly. Spin these to bits or avoid them. The fourth he'll lumber with and throw slowly. Let it land, or spin it back depending on whether a mining cart is blocking your shot. When you see an opening, take it. Four hits and he's down for the count.



THE BOSSES

PINSTRIPE

Pinstripe... a big ol' dog, or wolf, or something, with a big ol' gun, but *not* in a pinstripe suit. He's got loads of ammo. Too bad the Doc gave him such a crappy gun, though. At first, Pinstripe fires madly (take cover), then skips across the room, an easy target. Then he begins pattern number two, jumping from the desk to the floor. His gun will jam... hit him again. And finally, he'll assault from the desktop. When his gun jams a final time, jump first onto the desk, then deliver the final blow.

PRES. OF THE TOXIC WASTE DUMP, HIS HEART'S IN THE RIGHT PLACE, BUT DOCTOR C. MUST HAVE PURCHASED HIS GUN WHOLESALE.

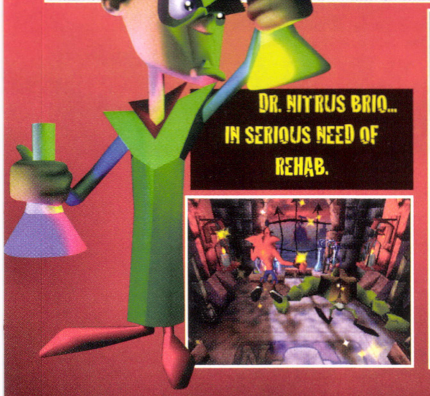
THE BOSSES

DR. NITRUS BRIO

Doctor Neo Cortex' right-hand man and last line of defense is Dr. N. Brio. Seems harmless enough, until... First, he'll throw green vials producing green globs of monster goop. These hop 3 times, than lay still. Bounce on one, then two, then three of these. When he throws red vials run towards him and circle right. Finally, the little madman drinks one of his concoctions in desperation and mutates into a very big, very mean, but very stupid monster. Use the chunks of ceiling he breaks free to loft from, and hit him 3 times.

CRASH BANDICOOT

Act./Plat.
Crash Bandicoot

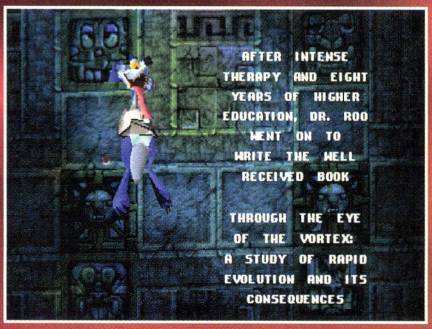


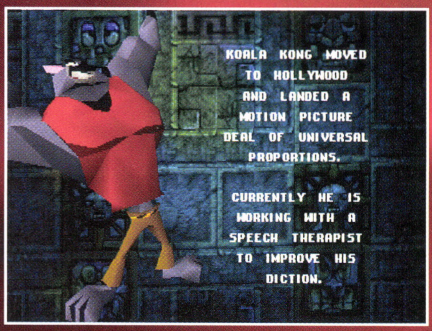
GAME OVER

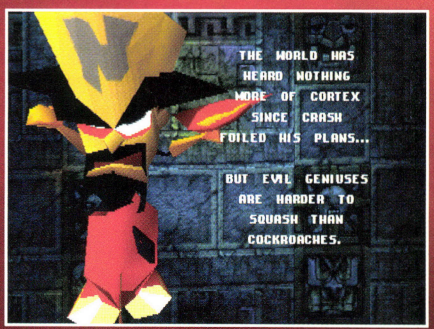
IF YOU'RE GOING FOR 100%... DON'T LOOK!

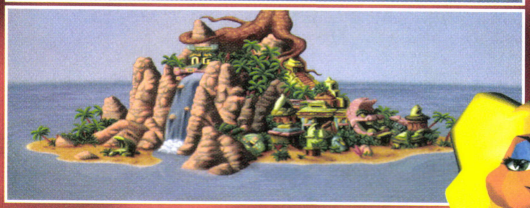
THE END-2

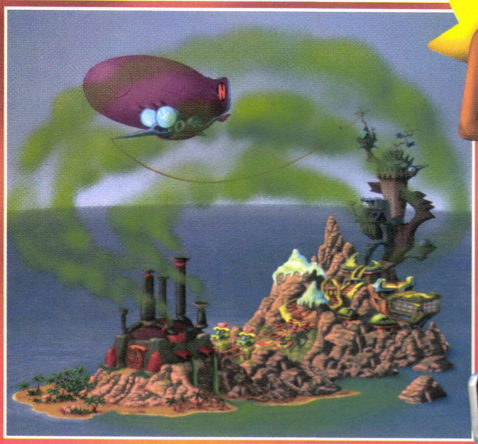
If you're not, well, you should, but here's a look at part of the big finish anyway. Something tells me we haven't seen the last of Dr. Neo Cortex...











CRASH BANDICOOT

Act./Plat.
Crash Bandicoot

Thank you for playing. *Back off, Babe, you're a bandicoot, and a rendered one, at that.*

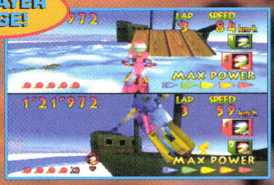
WAVE RACE 64

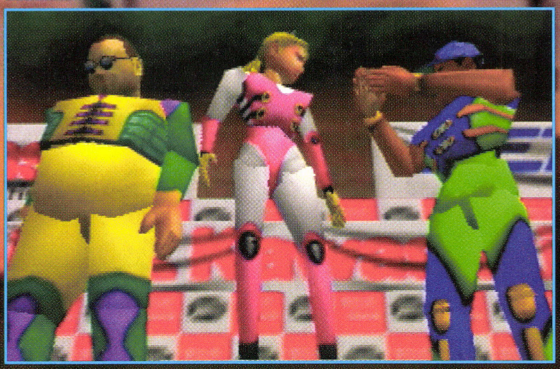
Kawasaki JETSKI

Nintendo has again called upon Shigeru's magic, and come away with a legendary racer. *Wave Race* came in just before the close of Issue One, so I put together this little taste to tide you over until December.

POINTS Place first and receive 7 pts., 4 for 2nd, 2 for 3rd, and 1 for 4th. Miss 5 buoys and enjoy a big zero. Early wins are important. The later courses feature increasingly stiffer challenges. You need 30 to compete in round 8.

2 PLAYER RAGE!





PlayStation

By E. Storm

Completion Time

FORMAT N/A

DEVELOPER
Nintendo

PUBLISHER
Nintendo

DIFFICULTY
Beginner–Advanced

ROUND 1

Round 1's a walk in the park at first with a mere two turns. Mash the Z-button and hug the inside line in both. Later however, this course becomes littered with spiky buoys. Dodge 'em or pay the price.

ROUND 2

Round 2's scenery may throw you at first, with beauty lens flares you could gaze at for hours, but pay attention! The tricky sweeper before the start/finish line requires quick thinking and a good set-up out of turn three. Bury your thumb for the rest of round 2. Hug the inside line with the Z-button pounded in turn one.

ROUND 3

You begin Round 3 mired in thick fog which clears as the race progresses. This effect, coupled with the ducks and reflections, will make you cry. Dry your eyes quickly and duck inside the island just around turn one. Negotiate the buoys inside the pylons by swinging in wide, picking the best line before you're married to one.

ROUND 4

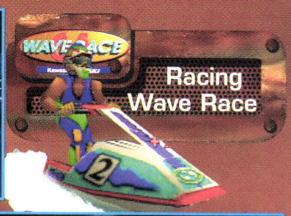
This blazing course set amongst overcast skies and treacherous surf has two tricky sections. The first is the jetty located just across the start/finish line. Swing wide when the flag drops and attempt to jump over it only if the waves permit; it'll take a meaty swell to launch you over it. The 2nd is the canal which opens in round 2-2. Mash into the surf with a hard right at the outset. This shortcut must be used to retain your place.

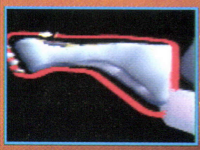
ROUND 5

My advice here is to avoid the tunnel which opens in round 5-2. It's too tight and not all that much faster. The series of ramps located on the last hairpin are best cut inside of, or loft from the furthest in and crank right while airborne, feathering the throttle.

ROUND 6

This techno-city opens after placing in circuit 1-1. It's a bril maze filled with ramps and flashing lights. Hammer the Z-button in all but one turn and cut across the hump of dirt with the rest of the locals.

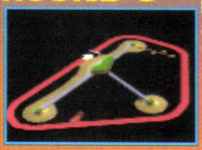


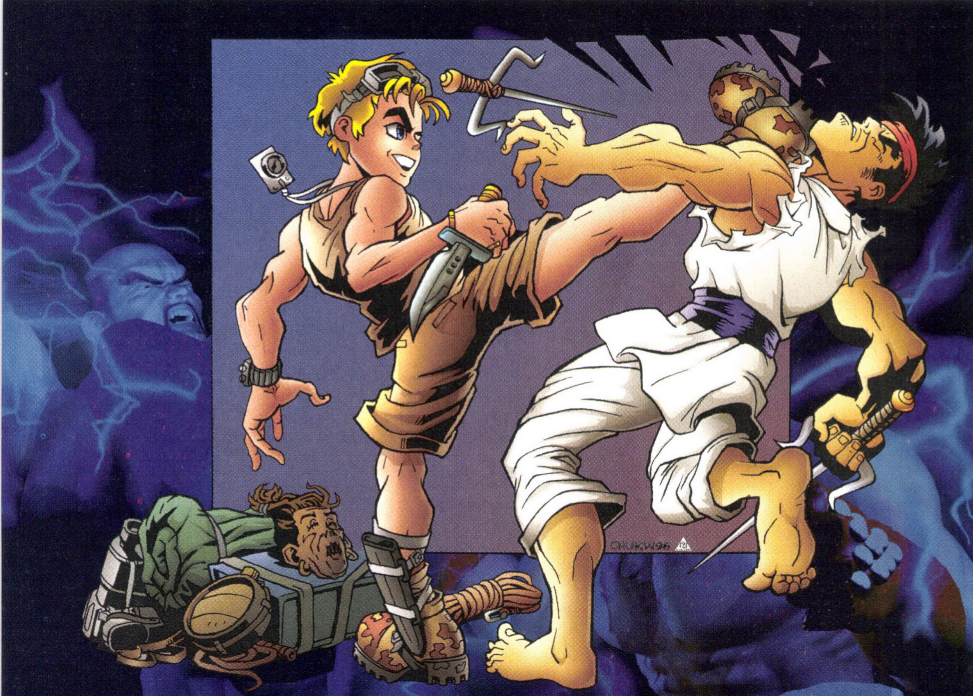


ROUND 7 This slushy romp is yours for the taking after placing in circuit 2. You'll need to let up considerably in the icy second hairpin as the water disappears, revealing a smooth iceberg for you to slide across.

I always wanted to meet Shamu. Imagine my surprise when he came up beside me, thrilled to meet the finest jet-skier in all the land!

ROUND 8 The boat jump's a cake walk, but when the tide is high, see about flying above the local real estate for a big lead. Next issue, we'll dive further into *Wave Race* exploring stunts, more winning tips, and much more.





FIGHTING

鉄拳 TEKKEN 2 PRELUDE TO THE SECOND RAVE WAR

Heihachi Mishima summoned the spirit of his Thunder God in a final, desperate attempt to thwart his hated son's deluge of bone-breaking power maneuvers. Heihachi nimbly side-stepped Kazuya's dashing uppercut, surprised and shocked at the speed and ferocity of his son's killing techniques. The uppercut glanced Heihachi's left arm as Kazuya took to the skies, screaming wildly with an almost demonic glee, and showering Heihachi in bright blue electrical sparks from his summoning incantations. The sky darkened overhead, black thunderclouds formed and rain began to pelt the wooden floor of the Mishima rooftop dojo.

Kazuya landed with the agility of a panther, turning to view his father through a mist of rain and burning flesh. His father seemed somewhat perturbed, and Kazuya watched contentedly as his father frantically fought to snuff the number of small fires that were burning merrily on his charred karate gi. Still steaming from Kazuya's previous attack, Heihachi spat out a bloodied tooth and began to continue with his own electrical incantation.

"Give it up, old man!" roared Kazuya over a thunderclap; "Your reign is over!"

"No! Never!" retorted Heihachi through a haze of electricity; "I shall prevail over the Mishima zaibatsu for as long as there is breath in my body! You shall taste my wrath, young upstart!"

After the final shout, Heihachi began to tremble with a magical blue fire, and a red flame

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flickered strongly in his eyes. Kazuya brought his sprint to a faltering halt, watching with interest as Heihachi's growl changed to a roar, and sparks of blue fire danced about his form. Rising up to his full height, he lifted up his left arm, began uttering archaic murmurings under his breath, and his coiled arm began to pulse with an unnatural yellow glow. Kazuya recognized this technique from his days of training in the Mishima karate school; Heihachi was unlocking the spirit of the Gargoyle! Realizing his predicament, Kazuya seized the opportunity and unleashed a counterstrike, racing towards Heihachi in a burning rage until the two of them collided in a ball of electrical fire!

Kazuya's pact with the devil paid considerable dividends as he tore through Heihachi's defenses, countering the Gargoyle and burning a crossed scar in his father's chest with a superhuman piston attack. As Heihachi staggered back clutching his bleeding midriff and reeling from the blow, Kazuya uttered his final rite and launched upwards, catching his father with a devastating Demon Uppercut that echoed around the battlefield. As he descended, Kazuya laughed mockingly at Heihachi's crumpled form, and returned to the prone body. Slowly lifting him up, Kazuya walked carefully to the edge of a great precipice and released Heihachi from his grasp, watching him bounce off the rockface before disappearing out of sight. With an evil glint in his eye, Kazuya turned and walked away, content that his father was now dispatched and the Mishima estate was under his control.

Two years later, Kazuya brought the many Mishima business interests to value his way of understanding. A more confident leader had never been seen by financial observers, and all followed his orders without question, fearful of the terrible vengeance Kazuya could bring upon those who displeased him. All was well until Kazuya received information that shocked him to the very core. He immediately summoned his two elite bodyguards, telling them to make preparations for the second Rave War competition...

A cliff-top dojo is intermittently lit by the flickering light of a distant thunderstorm. Suddenly a faint grunt is heard from the edge of the cliff. As the storm passes overhead, the silhouette of a warrior is spotted clambering up the cliff-face at a furious rate. As the figure reaches the summit of the cliff, a crash of lightning illuminates this fighter's face, and a glaring scowl scars his entire brow. Kazuya's nightmares are correct... the dreaded Heihachi has returned to wreak a terrible revenge!

LET THE SECOND IRON FIST TOURNAMENT BEGIN!

鉄拳 TEKKEN 2

PlayStation

鉄拳 TEKKEN 2

By Chief H. & Waka

Completion Time
Varies

FORMAT

DEVELOPER
Namco

PUBLISHER
Sony

DIFFICULTY
Adjustable

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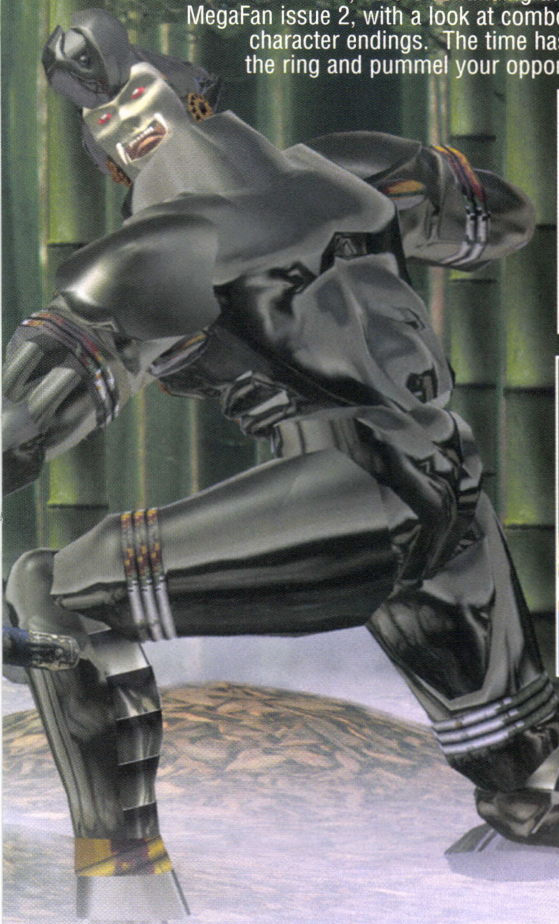
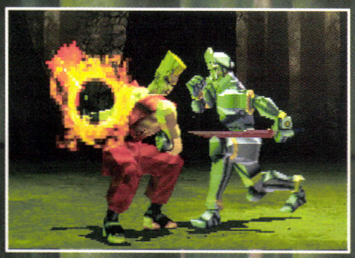
Fighting Tekken 2

Arguably the finest 3D beat-'em-up ever, Namco's Tekken 2 has won over hordes of arcade gamers by blending in-depth characters, a multitude of bone crunching, spleen rippin' moves and eye-catching graphics running at a super-smooth 60 fps. Tekken 2 is also deep; with 25 characters, various modes and numerous options to keep even the most hardcore fight fan happy for months and months. With this in mind, MegaFan is revealing the entire moves list for every single character in the game, from the Gargoyle to the Fisherman's Suplex, along with some awesome rendered artwork. We start with the ten main characters, then the sub-bosses and finally the secret characters, before continuing the Tekken 2 punishment in MegaFan issue 2, with a look at combos, strategies, floating attacks and character endings. The time has come to limber up, step up to the ring and pummel your opponent into the dirt!





-LEGEND-

LEFT PUNCH

RIGHT PUNCH

RIGHT KICK

RIGHT KICK

All moves assume character is facing right.

Note: The following guide represents the entire Tekken 2 moves list and is taken from various sources. Some move names differ from those in the US and Japanese Tekken 2 in-game command list (this list also features more than double the movements as the in-game list).

鉄拳 TEKKEN 2

JUN KAZAMA

Nationality: Japanese
Height: 170 cm
Weight: 54 kg
Blood Type: AB
Age: 22
Hobbies: Woodland bathing, Birdwatching
Fighting Style: Bu-jitsu (Kazama Ryu)

Also proficient in Aiki-Jujitsu and working undercover for the environmental agency WWWC, Jun is a talented undercover operative, highly skilled in exposing illegal animal exporters. The 'Pretty Flower' spent her childhood in the remote Yahushima region, learning of spirits and becoming a 'chosen one' focussing her ability to communicate with her ancestors. She then moved to Tokyo and forgot her innate abilities, until the ghost of her dead father appeared to warn her of Kazuya's smuggling antics. She also feels a strong evil force surrounding the Mishima overlord, and now enters the Iron Fist tournament to challenge Kazuya, banish his spirits and free his caged animals...

FIGHTING TECHNIQUE	COMMAND
WHIPLASH	
TOOTH FAIRY	→
SPINNING LOW KICK	
TRIPLE SPIN KICK	
SCISSOR SPIN KICK	
SUIKEI-SHITAKERI KICK	
LINKED SPEAR POWER	
THREE-RINGED CIRCUS	
BACK SPIN KICK	→
THREADED SPIN KICK	↓
DEVIL'S HEAD FALL	→
CUTTING LEGS WHITE DEW	
SUIREN-SHUIN PUNCH & KICK	
MOUNTAIN WHITE DEW	
COLLISION THIGH	
MOTION CUTTING LEGS	
MISTY KNUCKLES	→
DRAGON CARRIAGE KICK	←
DRAGON CARRIAGE KICK LEGS	←
DRAGON CARRIAGE KICK UPPER	←
MOUNTAIN WHITE DEW LEGS	
SERPENT SPINNER	NEAR OPPONENT
ARM CROSS HOLD	NEAR OPPONENT
BELL SMASHER	FROM BEHIND OR
HAZUKAN - WHITE MOUNTAIN	NEAR OPPONENT ↘
GREEN MONSTER COUNTER	← OR

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YOSHIMITSU

Yoshimitsu is said to have clawed himself up from within the bowels of the earth. At present, his clan of bandits rob rich merchants, distributing the gains to nearby hamlets. After dismissing a young female assassin, Yoshimitsu hears of the work of a soviet scientist, Dr. Bosconovich, and sets about capturing him in order to gain information on the Jack-2 unit. The mission runs into difficulties, the laboratory's security mesh activates, and Yoshimitsu himself loses an arm in the frenzied escape. The doctor was captured, however, and becomes a firm ally, fitting Yoshimitsu with a bionic arm, and begins working for the bandits. Kazuya's men steal the doctor, and a furious Yoshimitsu returns to recapture his scientist...

Nationality: None
Height: 178 cm
Weight: 63 kg
Blood Type: O
Age: Unknown
Hobbies: Watching Sumo wrestling, Video games
Fighting Style: Ninja Arts

FIGHTING TECHNIQUE	COMMAND
SHIZUKU - DROP	NEAR OPPONENT
FUTABA - DOUBLE BLADE	NEAR OPPONENT
SOLAR KICK (1)	→→
SHARK ATTACK	DURING 1
STONE FIST	← x 6
NINJA ARTS SWAP (1)	↙ x 5
TRIPLE SCATTERED FLOWER	
POISON WIND	↗
FUBUKI - STORM	→→
TREE-FELLING KICK	DURING 1 →
DEATH SLASH	↙
DESPERATE SCREAM FIST	←←
ZIGZAG	
KNEE CAP	↓↘
PK COMBO	
PDK COMBO	↓
MANJI-AGURA CROUCH (2)	↓
THOUSAND SENSATIONS (3)	ENERGY RECOVERY DURING 2
DEATH COPTER (4)	↗
FLYING AIR-ATTACK FIST	DURING 4 ↓
WINDMILL	←←
SLAP-U-SILLY	↙ x 6
MADOI-NASHI - NO CONFUSION	→→
MADOI - CONFUSION	→→
NINJA ARTS WIND GOD	FROM BEHIND OR
UREI-NASHI - NO GRIEF	↓

FIGHTING TECHNIQUE	COMMAND
SAMURAI CUTTER	(CROUCH) ↙←
NINJA ARTS WATCHTOWER FALL	NEAR OPPONENT ↓↙←
HYUUGA CANNON	
KARIN - FLOWER WHEEL	← x 6 (Depletes life)
SENGAKU-BUKUUBA	DURING 3 ←
CONTINUOUS HELL FIST	↙ ↙ Release pad to slice
GRASS MOWING CANNON	→→
BACK FIST	→

鉄拳 TEKKEN 2

NINA WILLIAMS

Nationality: Irish
Height: 161 cm
Weight: 49 kg
Blood Type: A
Age: 22
Hobbies: Assassination, Traveling, Tom (from Tom & Jerry), Tea, Scotch
Fighting Style: Bone Martial Arts, Aikido

Nina left her native Ireland after numerous disagreements with her sister, and was traveling the world, earning money as a beautiful but deadly assassin. Her combat skills, taught by her father, have been invaluable, to such an extent that an unknown organization hires her to execute Kazuya. Realizing she could confront her sister (who now works for Kazuya), she accepts readily, remembering all too well the red shoe incident. Despite what her father pleaded on his death bed, Nina is determined to finish Anna once and for all, and then execute the new Mishima overlord!

FIGHTING TECHNIQUE	COMMAND
OVER THE BACK TOSS	NEAR OPPONENT
ARM GRAB FLIP	NEAR OPPONENT
EMBRACING ELBOW	NEAR OPPONENT ↘↘
NECK CUT THROW	NEAR OPPONENT →
PALM GRIP (1)	↓↘→
NECK CUT CROSS HOLD	DURING 1
UPSIDE DOWN SIDE HOLD (2)	DURING 1
HAWK WING CREST BACK BAR	DURING 2
THROW AWAY OPPOSITE SIDE HOLD	DURING 2
ONE, TWO PUNCH	
PALMS OF DESTRUCTION	→→ OR HOLD →
TRIPLE SMASH	
DOUBLE SMASH	
PK COMBO	
PDK COMBO	↓
FORWARD FLIP KICK	→→
FLASH COMBO	→
RAPID KICK COMBO	↘
UPPER STRAIGHT	→
HUNTING KICK COMBO	←
RAVE KICK	CROUCH
BONE CUTTER	→→→
HUNTING SWAN	↙
SPIN UPSIDE DOWN TRIANGLE CREST	FROM BEHIND OR
BEND ELBOW DROP (3)	NEAR OPPONENT
BEND ELBOW DROP SIDE HOLD	DURING 3

FIGHTING TECHNIQUE	COMMAND
LEFT HIGH AND RIGHT HIGH KICK	
JAIL CRASH	↓
CONTINUAL ATTACK PALM	↓
KNEEL EDGE COMBO	↑
LEG BREAK COMBO	HOLD ↓
DIVINE CANNON	↓↙
SLICER	↙
DIVINE CANNON COMBO	↙
SIDE STEP STAB	HOLD ←
KILLING BLADE	HOLD ←
ARM TWIST STOMACH HOLD (4)	DURING 1
NECK TWIST FACE HOLD	DURING 4
CRAB CLAW (5)	NEAR OPPONENT ↓↘→
ACHILLES TENDON HOLD (6)	DURING 5
CROSS KNEE HOLD	DURING 6 OR 7
SPINNING ACHILLES TENDON HOLD	DURING 6
SPINNING ARM CROSS HOLD	DURING 5 OR 7
JUMPING TENDON HOLD (7)	HOLD LAST TAP →→→
SPIKE COMBO & RIGHT HIGH KICK	
CREEK ATTACK COMBO	↘
RAPID COMBO & LEFT LOW KICK	↘
JAM COMBO & DESTRUCTION PALM	↘ HOLD →
LANDING KICK & RIGHT LOW KICK	
RETURN MOVES	→ OR

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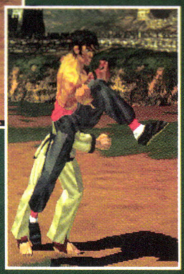
MARSHALL LAW

After scoring well in the previous Iron Fist tournament, Law acquired enough money to build his own dojo (with the help of Paul Phoenix), while still cooking at his local restaurant. One evening, Law returns to his dojo to find the whole building razed to the ground, and all his pupils and staff gravely beaten. Clambering amongst the rubble, a purple sash signifies the attacker; the Korean Killing Hawk known as Baek is responsible! After single-handedly rebuilding his training center, Law trains ferociously, determining to avenge this outrage instigated by Kazuya. For personal honor, neither Baek nor the Mishima upstart shall live!

Nationality: American
Height: 179 cm
Weight: 69 kg
Blood Type: B
Age: 27
Hobbies: Teaching martial arts, cooking, Spending money
Fighting Style: 'Marshall ' Arts

FIGHTING TECHNIQUE	COMMAND
FACE BREAKER PUNCH (1)	NEAR OPPONENT
DRAGON DIVE	NEAR OPPONENT
DRAGON KNEE	NEAR OPPONENT →→
ONE, TWO PUNCH	
STEP IN MIDDLE KICK	↘
CATAPULT KICK HIGH	HOLD ↓ THEN HOLD ↑
CATAPULT KICK	HOLD ↓ THEN ↑
SHAO LIN SPIN KICK	
LEFT LINKED KNUCKLE	
RAVE WAR COMBO	→
DRAGON KNUCKLE COMBO	
RAINBOW KICK	HOLD ↓ THEN ↑
DRAGON LOW KICK	WHILE CROUCHING
THREE-LINKED HIGH KICKS (2)	
FEINT MIDDLE KICK	DURING 2 HOLD ↑
SLIDING	HOLD ↓ THEN ↘↘
CRESCENT KICK	↑
DRAGON SLASH	→→→
DRAGON FANG	↙ TO CANCEL MOVE ↑↑
FACE CRUSHER	FROM BEHIND OR
DRAGON FALL	DURING 1
DOUBLE IMPACT	WHILE CROUCHING
DRAGON LEFT SOMERSAULT	WHILE CROUCHING
FRONT KICK LEFT SOMERSAULT	WHILE GETTING UP
SIDE KICK RIGHT SOMERSAULT	WHILE GETTING UP
HIGH KICK RIGHT SOMERSAULT	

FIGHTING TECHNIQUE	COMMAND
SIT STRAIGHT LEFT SOMERSAULT	↓
DRAGON PRESS	↓
JUMP SIDE KICK SOMERSAULT	↑
QUICK SOMERSAULT KICK	
BACK FLIPPER	
DRAGON'S TAIL	↙
RAMPAGE	WHILE CROUCHING



鉄拳 TEKKEN 2

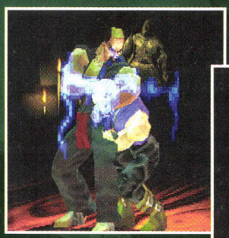
HEIHACHI MISHIMA

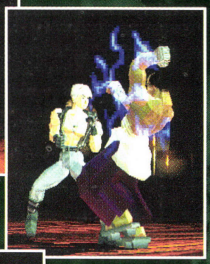
Nationality: Japanese
Height: 180 cm
Weight: 82 kg
Blood Type: B
Age: 54
Hobbies: Sparring, Wishing for world peace, Collecting Geta (Clogs)
Fighting Style: Mishima School Karate

After the final battle, Heihachi lay bloodied and twitching, powerless against the might of his estranged son, Kazuya. The new leader of the Mishima estate disposed of his father ruthlessly, but surviving the cliff drop, Heihachi retreated into the mountains with a large bear called Kuma. Harnessing the power of electricity (both to power his already awesome techniques and to sculpt his hair into points), Heihachi becomes a formidable foe once more; and descends from the hills upon hearing of the second Rave War. He is determined to secure the Mishima throne once more; now in the pursuit of peace and co-existence (except when the name "Kazuya" is uttered)...

FIGHTING TECHNIQUE	COMMAND
HERCULEAN THROW	NEAR OPPONENT
NAKED STRANGLE	NEAR OPPONENT
STONE HEAD	NEAR OPPONENT →→
ONE, TWO PUNCH	
SPIDER SWORD LEG	↗
RISING UPPERCUT	→↓↘
SKY-CLEAVING LEG	→→→
AXE SLICE	→
DOUBLE AXE	WHILE GETTING UP
FLASH PUNCH COMBO	
DEMON SCISSORS	
THUNDER GOD FIST	→↓↘
DEVIL'S CONTINUOUS FIST	
TWIN PISTONS	↘
SPINNING DEMON (1)	→↓↘
SWEEP HEEL CUT	DURING 1
AXE FORCE	→→
DESTRUCTIVE FIST	↓↘→
VIOLENT CLEAVING LEG	→↓↘
EARTH CLEAVING LEG	HOLD DIAGONAL →↓↘
HELL AXLE	↗
DEMON UPPERCUT	→→
SHADOW FEET	←←
TILE-BREAKER	WHILE CROUCHING
TILE-BREAKER DESTRUCTIVE FIST	WHILE CROUCHING
NEO CRUSHER	FROM BEHIND OR

FIGHTING TECHNIQUE	COMMAND
DEVIL'S SHOES	WHEN OPPONENT IS DOWN ↓
GARGOYLE	↓





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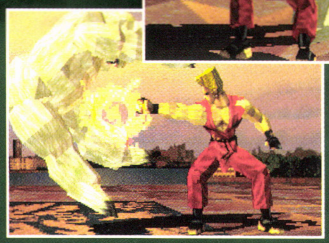
PAUL PHOENIX

Paul Phoenix was almost the outright winner of the first Tekken tournament. The only competitor insane enough to challenge a mad man-eating bear and win, Paul was weakened considerably and fell under the crushing blows of Kazuya, the legendary battle lasting well over two hours. Realizing this failure, Paul returned to New York, finding work in the Bronx as a boxer and shoot-fighter. Moving across the United States and challenging all-comers in bare-knuckled street fighting, an arrogant but phenomenally talented Phoenix emerges without a scratch. Truly he thinks himself the strongest in the world. Now he cannot fail...

Nationality: American
Height: 187 cm
Weight: 87 kg
Blood Type: O
Age: 27
Hobbies: Street fighting, Riding motorcycles, Pizza
Fighting Style: Judo and Shoot Fighting

FIGHTING TECHNIQUE	COMMAND
BRAIN-TAKING REVERSE	NEAR OPPONENT
SINGLE BACK THROW	NEAR OPPONENT
COMA THROW	NEAR OPPONENT ←
BACK STRIKE	NEAR OPPONENT ←←
ONE, TWO PUNCH	
SHREDDER	↗
PHOENIX SMASHER	→↓↘
PK COMBO	
PDK COMBO	↗
BONE BREAKER	WHILE CROUCHING
NEUTRON BOMB	→→
JAW BREAKER	WHILE CROUCHING ↘
ROCK-SPLITTER	WHILE CROUCHING
HIGH THREE TREASURE DRAGON	→→
TRIPLE KICK COMBO	→→ ↓
TILE-BREAKER	WHILE CROUCHING
TILE-BREAKER DESTRUCTIVE FIST	WHILE CROUCHING
HANG-OVER	WHILE CROUCHING
GUT BUSTER	WHILE CROUCHING ↘
FLASH ELBOW	→→
WIND CLAWS (FUUGA)	NEAR OPPONENT ↘
STONE BREAKER	WHILE CROUCHING ↘
BACK DROP	FROM BEHIND OR
THOUSAND DRAGON KING FIST	←
ULTIMATE TACKLE (1)	↙
RANDOM BLACK CLOUD	DURING 1

FIGHTING TECHNIQUE	COMMAND
BLACK CLOUD STRANGLE	DURING 1 HOLD ↓
REVERSE PDK COMBO	↓
RETURN MOVES	OR



鉄拳 TEKKEN 2

JACK - 2

Nationality: Russian
Height: 235 cm
Weight: 168 kg
Blood Type: P(Plutonium)
Age: 5
Hobbies: Murder, Gazing at the Akihabara skyline, Overhauling himself
Fighting Style: Power moves, Mechanical arts

Jack-2 is a remodeled version of the first Jack unit, and was undergoing routine battlefield simulations when he encountered a small child. Jack-2 ordered his contingent of androids to cease their chemical weapons tests, and rescued the child, fleeing from his unit and the combat zone. His on-board memory became constantly looped with images of this child's destruction, and he valiantly fought his way to Akihabara, pursued by the Soviet military (anxious to erase their secrets from Jack-2's memory). From Akihabara, he receives satellite information stating that his creator (Dr Bosconovich) has been kidnapped by Kazuya. He then sets about rescuing the doctor, hoping he will receive memory chips enabling more human and emotional thoughts...

FIGHTING TECHNIQUE	COMMAND
LIFT-UP SLAM	NEAR OPPONENT
HELPLESS	
PILEDRIVER	NEAR OPPONENT ↓→
BACK-BREAKER	NEAR OPPONENT ↓↙←
PYRAMID DRIVER	NEAR OPPONENT ↓↘→
SPRING HAMMER PUNCH	WHEN OPPONENT IS DOWN ↓
MACHINE-GUN BLAST	↙ ↓
STRAIGHT ELBOW UPPER	
HAMMER COMBO	
DOUBLE HAMMER	CAN BE USED WHEN GETTING UP
SWING LEFT KNUCKLE	WHILE CROUCHING
SWING RIGHT KNUCKLE	WHILE CROUCHING
MEGATON BLAST	←↙↓↘→
CROSS-CUT SAW	→
HIP PRESS	↗
SHARK ATTACK	WHEN GETTING UP →
GIGATON PUNCH	CAN REPEAT 5X ←↙↓↘→
BLOOD FAN	AFTER HIP PRESS
BLOODY FAN	AFTER HIP PRESS
ON THE SPOT CROUCH	↓
HAMMER RUSH LOW	↓ ↓
HAMMER RUSH MIDDLE	↓ ↘
HAMMER RUSH HIGH	↓ →
DOUBLE AXE	↘
SCISSORS MELTDOWN	↘
SCISSORS MEGATON	→ ↘

FIGHTING TECHNIQUE	COMMAND
LOW CROSS-CUT SAW	WHILE CROUCHING
SIT & JUMP	DURING ON THE SPOT CROUCH ↑
SIT & HIP PRESS	DURING ON THE SPOT CROUCH
RISING HELL	NEAR OPPONENT ↘
CATAPULT THROUGH PLUS	NEAR OPPONENT ↘↘
DEBUGGER	←↙↓↘
MEGATON STRIKE	WHILE CROUCHING
FACE BASHER	AFTER HELPLESS
DEATH SHOOT	FROM BEHIND
VIOLENCE UPPER	WHILE GETTING UP
COSSACK COMBO	→

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KING

TEKKEN 2 Fighting Tekken 2

The beast priest returned despondent from the first Iron Fist competition, thoroughly beaten by his great rival, Armor King. The payment he received was not enough to start the orphanage he promised the children of his homeland, and he sank into a deep depression. He threw down his mask, and lived the life of a drunk in Mexico City desperately trying to forget the tearful faces of the children he had failed. On the verge of collapse, masked figure appears, throwing King's mask at him along with an advert for the second Iron Fist contest. King staggered to his feet with one thought: The children! At last he can find funds for the children!

Nationality: Mexican
Height: 190 cm
Weight: 85 kg
Blood Type: A
Age: 32
Hobbies: Village Priest, Making children smile, Watching Jaguars
Fighting Style: Wrestling

FIGHTING TECHNIQUE	COMMAND
BRAIN BUSTER	NEAR OPPONENT
COCONUT CRUSHER	NEAR OPPONENT
DDT	NEAR OPPONENT ↙↙
TOMBSTONE PILEDRIVER	NEAR OPPONENT ↙→
JAGUAR DRIVER	NEAR OPPONENT ↓↘→
GIANT SWING	NEAR OPPONENT →←↙↓↘→
ONE, TWO PUNCH	
ONE, TWO UPPER	
EXPLODER	→→ OR
SATELLITE DROP KICK	→→→
GOAL KICK	→→
KNUCKLE BOMB	↗
ALLEY KICK	WHILE CROUCHING ↘
ALLEY KICK (WITH COUNTER)	WHILE CROUCHING ↘
ELBOW DROP	WHILE JUMPING
KING'S FLICKER	→→
STOMACH SMASH	→→ JOYPAD IN NEUTRAL
DYNAMITE UPPER	↓↘
FLYING CROSS CHOP	→→
DOUBLE KNEE DROP	↑
FRANKENSTEINER	↘
RIGHT STRAIGHT TO LEFT UPPER	
LEFT STRAIGHT TO RIGHT UPPER	WHILE CROUCHING
MOONSAULT BODY PRESS	→
JAGUAR LARIAT	→
HI-JACK BACK BREAKER	WHEN OPPONENT IS STUNNED

FIGHTING TECHNIQUE	COMMAND
HI-JACK POWER BOMB	DURING BACK BREAKER ↑↓
HALF BOSTON CRAB	FROM BEHIND
COBRA TWIST	FROM BEHIND
FIGURE FOUR LEGLOCK	NEAR OPPONENT ↙
ARCH ROCK FACE BUSTER	DURING JAGUAR DRIVER
BOSTON CRAB	DURING JAGUAR DRIVER
ELBOW STING	↓
SPINNING SMASH	DURING FIRST HIT OF ALLEY KICK
OCTOPUS HOLD	DURING FOURTH HIT OF ALLEY KICK
HELPLESS HOLD (1)	NEAR OPPONENT →↘
INDIAN DEATH LOCK (2)	DURING 1
ROMERO SPECIAL	DURING 2
S.T.F. (3)	DURING 2
SCORPION DEATH LOCK	DURING 3
ONE DOUBLE MEXICAN COMBO	
REVERSE ARM CLUTCH SLAM (4)	NEAR OPPONENT →↘ OR
BACK DROP (5)	DURING 4
REAR MAN SUPLEX (6)	DURING 5
POWER BOMB (7)	DURING 6
GIANT SWING	DURING 7

鉄拳 TEKKEN 2

MICHELLE CHANG

Nationality: American
Height: 163 cm
Weight: 53 kg
Blood Type: B
Age: 20
Hobbies: Throwing hand-axes, Tracking, Watching buffalo,
Fighting Style: Various Chinese arts (Kempo)

Michelle's upbringing in a Native American emcampment was influenced by an old Chinese gentleman who taught her Kempo. She also learned both Chinese and Native American spiritual knowldge from her Chinese mother and Indian father. During puberty, Michelle playfully pleaded with her father to reveal the location of his tribe's treasure, which he eventually did; her eighteenth birthday present was a pendant with the location etched into it. Soon afterwards, Heihachi's men kidnapped her father and tortured him to death for the information, leading her to enter the first Rave War. Now, Kazuya rules the Mishima zaibatsu, and his agents have taken Michelle's mother with the same plan in mind. An enraged Michelle enters the competition once more...

FIGHTING TECHNIQUE	COMMAND
FISHERMAN'S SUPLEX	NEAR OPPONENT
FRONT SUPLEX	NEAR OPPONENT
GERMAN SUPLEX	AFTER 3
THROUGH THE HEAVENS SHOT	
THROUGH THE HEAVENS BOLT	↘
FRONT THIGH BEAT	WHILE CROUCHING
FRONT CROSS CATCH BEAT	WHILE CROUCHING
FRONT FAN THIGH BEAT	WHILE CROUCHING
FRONT CONTINUE THIGH BEAT	WHILE CROUCHING ↓
BLUE EMPTY CANNON SHOT	WHILE GETTING UP
EXTREME SWAY STEP	DURING HIGH JUMP
CUT DOWN (1)	WHILE GETTING UP
DOWN THROUGH HEAVEN SHOT	DURING 1
PALM PUSH	
COLLAPSE DOWN (2)	↘
COIN TWINE COLLAPSE DOWN	DURING 2
BUMP THIGH	↘
REAR CAPTURE (3)	AFTER HIT ←
REAR THIGH BEAT (4)	WHILE CROUCHING ↘
PIERCING BOW THIGH	DURING 4
END CAUSING THROUGH HEAVEN	→
FULL NELSON SUPLEX	NEAR OPPONENT ↘
GERMAN SUPLEX	FROM BEHIND OR
CHANGE POSITION THIGH	
TIGER ELBOW	→→
QUICK STEP PALM FIST	↓↘

FIGHTING TECHNIQUE	COMMAND
CONTINUAL FIST	
QUICK STEP COLLAPSE ELBOW	↓↘
CUT DOWN COLLAPSE ELBOW	WHILE GETTING UP
SPEAR BOW THIGH	↘
CUT ATTACK	
CONTINUAL FIST CUT-DOWN	
CUT DOWN THROUGH HEAVENS	
CONTINUAL FIST LOWER KICK	
CUT DOWN PIERCING BOW	WHILE GETTING UP
CUT ATTACK ELBOW COLLAPSE	
SPEEDY FRONT THIGH BEAT	
SPEEDY FRONT CROSS BEAT	
TIGER CONTINUAL ATTACK	→→
HEAVEN CANNON	→

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LEI WULONG

Officer Wulong is one of the most respected detectives in the Hong Kong police force, and during his time on the beat, he has honed his own particular style of Kempo to perfection. Lei was recently assigned to a case after a group of stevedores were viciously beaten. The ring-leader of the attack was known to be Kazuya, and Lei's partner set off to confront the Mishima overlord. Sadly, he was stopped by Bruce Irvin (Kazuya's personal bodyguard) and executed in cold blood. Upon hearing of this atrocity, Lei went undercover and entered the second Iron Fist tournament. They killed his partner... they attacked his friends... now the Chinese cop is mad with rage!!

Nationality: Chinese
Height: 175 cm
Weight: 65 kg
Blood Type: A
Age: 26
Hobbies: Movies, Sony products, Gun polishing
Fighting Style: Chinese martial arts (Kempo)

FIGHTING TECHNIQUE	COMMAND
PLAY DEAD	↓
LEAPING BOW KICK	WHEN DOWN
LEAPING UP	WHEN DOWN
SWALLOW'S DANCE REAR SWEEP	WHEN DOWN
TURN AROUND	←
BACK BODY STRIKE	AFTER TURN AROUND
BACK BODY SWEEPING LOWER	AFTER TURN AROUND ↓
BACK BODY CRUSHING FALL	AFTER TURN AROUND
BACK BODY THIGH MOVE	AFTER TURN AROUND
BACK BODY TRIPLE FLIP	AFTER TURN AROUND
BACK BODY SWALLOW'S DANCE	AFTER TURN AROUND ↓
RAVE SPIN	↙
TURNING BODY ROAR OF RAGE	
SWIRLING WING LEG COMBO	
SWIRLING WIND LEG COMBO	→
SCREAM MIDDLE KICK	→
SCREAM LOWER KICK	↘
WOLF'S BONESHAKER ATTACK	→
WOLF'S CROUCHING TIGER	→ ↓
BONESHAKER ATTACK	→
CROUCHING TIGER MOUNTAIN	→ ↓
EMPTY CIRCLE LEG MOVE	
LIGHTNING KICK	HOLD FORWARD
LIGHTNING MIDDLE KICK	HOLD FORWARD
FLOWING THIGH MOVE	
FACE SMASH DROP	FROM BEHIND OR

FIGHTING TECHNIQUE	COMMAND
GUARD STRIPPER	→
NECK WRINGER	NEAR OPPONENT
FLYING SKY KICK	NEAR OPPONENT
VENGEFUL KNOCKDOWN	→→
SLEEPING QUEEN OF BIRDS (1)	←
KINGFISHER SWIRLING LEG	DURING 1
HAWK'S CLAW COMBO KICK	DURING 1
PROSTRATE FLOWING THIGH	WHEN DOWN FACING FORWARD
PROSTRATE SWEEPING KICK	WHEN DOWN FACING AWAY
TURNING FACE DOWN	WHEN FACE UP ↓
TURNING FACE UP	WHEN FACE DOWN
FLYING HAWK ATTACK	→→→
SLEEPING SLIDE	WHEN DOWN FACING AWAY
MOMENTARY COMBO	

YET MORE UNSEEN COMPETITORS HAVE APPEARED!
CAN YOU MASTER THEM ALL?

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WANG JINREY

The elderly vegetable gardener has spent much of his long and fruitful life in the company of Jinpachi Mishima, Heihachi's father; watching Heihachi and Kazuya grow up. Whatever the situation, Wang remained both kind and generous while living as a virtual recluse in the Mishima estate (moving for a year to a Native American reservation to teach Kempo). Wang has entered the competition to carry out the final wishes of Jinpachi (now long-dead): Jinpachi's brethren chose the path of evil, and Wang agreed to eliminate them for their inhuman decisions. The easiest way for Wang to accomplish this is to give way to Kazuya's stronger challenges whilst dispatching the weaker ones. Heihachi's fate, meanwhile, will be somewhat different....

Nationality: Chinese
Height: 165 cm
Weight: 56 kg
Blood Type: B
Age: 84
Hobbies: Strolling in the early morning fresh air, Vegetable gardening
Fighting Style: Shini-Roku-Go-Ken (Xing Yi Liuo He Quan)

FIGHTING TECHNIQUE	COMMAND
CUTTING TAKE-DOWN	NEAR OPPONENT
NECK THROW	NEAR OPPONENT
GERMAN SUPLEX	AFTER 3
COLLAPSING FIST	↓↘→
SHOT THROUGH THE HEAVENS	
BOLT THROUGH THE HEAVENS	↘
FRONT THIGH BEAT	WHILE CROUCHING
FRONT CROSS CATCH BEAT	WHILE CROUCHING
FRONT CONTINUE THIGH BEAT	WHILE CROUCHING
FRONT FAN THIGH BEAT	WHILE CROUCHING ↓
BLUE EMPTY CANNON SHOT	WHILE GETTING UP
EXTREME SWAY STEP	DURING HIGH JUMP
CUT DOWN (1)	WHILE GETTING UP
THROUGH HEAVENS CUT DOWN	DURING 1
DOUBLE PALMS OF DESTRUCTION	→→
COLLAPSE DOWN (2)	↘
BIG BURIED COLLAPSE DOWN	DURING 2
THIGH BUMP	↘
REAR CAPTURE (3)	AFTER HIT ←
REAR THIGH BEAT	WHILE CROUCHING ↘
PIERCING BOW THIGH (4)	DURING 4
TOGETHER STAB	↘
RIGHT PALM BOTTOM STRIKE	→
LEFT MOON	NEAR OPPONENT ↘↘
BACK DROP	FROM BEHIND OR
SPEEDY FRONT THIGH BEAT	

FIGHTING TECHNIQUE	COMMAND
SPEEDY FRONT CROSS BEAT	↓
SPEEDY FRONT FAN THIGH BEAT	↓ ↓
COLLAPSING CHARGE FIST	←
TORNADO THROW	↘
ARROW TO HEAVEN	←←
RETURN MOVES	← OR ←

鉄拳 TEKKEN 2

KUNIMITSU

Nationality: None
Height: 173 cm
Weight: 58 kg
Blood Type: O
Age: Unknown
Hobbies: Theft, Mending air conditioners, Playing with stealth knives
Fighting Style: Ninja Arts

This Cat Devil was once in Yoshimitsu's posse, but was banished after stealing. During her time with the bandits, she learned the skills of the steal knife (or 'Kunai') at the school of 'jujutai' (a ninja art), before earning a living as a mechanic (she is particularly adept at fixing air conditioners). In the first Tekken tournament, she entered to steal a Native American treasure from a young squaw, but was roundly defeated. She came back to her grandfather's forest hut, and he told her about a sword wielded by Yoshimitsu (also called 'Yoshimitsu'); a magic weapon. Now if only someone could steal it so he could make a copy...

FIGHTING TECHNIQUE	COMMAND
DOUBLE BREAK	NEAR OPPONENT
RAIN DROP	NEAR OPPONENT
NINPO HEAT WAVE (1)	→→
NINPO GRASS SLICE	DURING 1
NINPO MANJIKAZURA	← X6
NINPO MANJIZOU (2)	↙ X5
THREE GRACIOUS FALLS	
NINPO SPINNING WHEEL	↗
SNOW STORM	→→
TREE-FELLING KICK	DURING 2 →
KUNAI STAB	↙
KUNAI SLICE	←
KUNAI DASH	→→
BACK DROP	FROM BEHIND OR
PK COMBO	
PDK COMBO	↓
DEW FLICK	WHILE CROUCHING ↘
LIGHTNING	
BACK THROW	NEAR OPPONENT ↙

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ANNA WILLIAMS

Despite sharing similar preferences and study habits (and taste in men) as her sister, both Anna and Nina hate each other vehemently. In the past, Anna has placed a car bomb under the seat of Nina's car, while Nina has been known to machine-gun Anna's vehicle on sight. The only difference between this hatred is that Anna also hates her father as well, and cannot wait to taunt Nina when they next meet in the combat arena. Holidaying in India, Anna hears of Kazuya's rise to power, and travels to the Mishima estate to be 'pressed' into the services of Kazuya. He understands both the sisters predicament, and seems eager that they settle their vendetta in the ring...

Nationality: Irish
Height: 163 cm
Weight: 49 kg
Blood Type: A
Age: 20
Hobbies: Traveling, Jerry (from Tom & Jerry), Red wine, Espresso
Fighting Style: Bone Martial Arts, Aikido, Mishima Karate

FIGHTING TECHNIQUE	COMMAND
OVER THE BACK TOSS	NEAR OPPONENT
ARM GRAB FLIP	NEAR OPPONENT
EMBRACING ELBOW	NEAR OPPONENT ↘↘
NECK CUT THROW	NEAR OPPONENT →
PALM GRIP (1)	↓↘→
NECK CUT CROSS HOLD	DURING 1
UPSIDE DOWN SIDE HOLD (2)	DURING 1
HAWK WING CREST BACK BAR	DURING 2
THROW AWAY OPPOSITE SIDE HOLD	DURING 2
ONE, TWO PUNCH	
PALMS OF DESTRUCTION	→→ OR HOLD →
TRIPLE SMASH	
DOUBLE SMASH	
PK COMBO	
PDK COMBO	↓
FORWARD FLIP KICK	→→
FLASH COMBO	↘
RAPID KICK COMBO	↘
UPPER STRAIGHT	↘
HUNTING KICK COMBO	↗
RAVE KICK	WHILE CROUCHING
BONE CUTTER	→→→
HUNTING SWAN	↙
CROSS CUT COMBO	←
SOMERSAULT KICK HEAVY	HOLD ↓ THEN HOLD ↑
SOMERSAULT KICK LIGHT	HOLD ↓ THEN ↑

FIGHTING TECHNIQUE	COMMAND
COLD BLADE	WHILE CROUCHING FORWARD
RIGHT HAND STAB	WHILE GETTING UP →
CAT THRUST	WHILE GETTING UP →
BLOODY SCISSORS	↓
SPIN UPSIDE DOWN TRIANGLE CREST	FROM BEHIND OR
STANDING ARM TWIST HOLD (3)	DURING 1
ARM HOLD	DURING 3
UPSIDE DOWN SIDE HOLD (4)	DURING 1
GATE BAR THROW	DURING 4
RAPID COMBO	↘
CREEK ATTACK & LEFT HIGH KICK	↘
LEFT MIDDLE & RIGHT HIGH KICK	↘
RIGHT HIGH & LEFT SPIN LOW KICK	
RETURN MOVES	← OR ←

鉄拳 TEKKEN 2

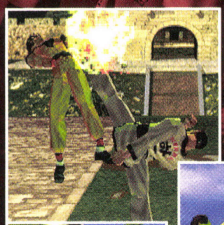
BAEK DOO SAN

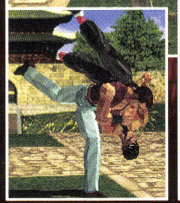
Nationality: Korean
Height: 180 cm
Weight: 70 kg
Blood Type: B
Age: 27
Hobbies: Watching a foe's blood spilling, Sky-diving
Fighting Style: Tae Kwon Do

Baek's father was a legendary expert in Tae Kwon Do, and a young Baek learned the ways of this martial art as he watched his father win trophy after trophy until an injury forced him to quit. Unfortunately, this disaster left Baek's family penniless, and made Baek more and more unruly. After a particularly furious argument, Baek accidentally struck his father so heavily that he died. Baek ran away, lived on the streets and turned to professional street fighting. He is known to apply extreme torture in his fights, breaking bones again and again just to hear an audience's reaction. Naturally, Kazuya hired him as a bodyguard, and Law was his first target. Now he must finish the Dragon Legend for good...

FIGHTING TECHNIQUE	COMMAND
BUTTERFLY KICK	
BUTTERFLY NEEDLE	↓
SMASH KICK	
BREAK NEEDLE	
BLACK WIDOW	
COBRA BITE THROW	→→
HEEL KNIFE	→
ALBATROSS	WHILE GETTING UP
BAEK'S RUSH	↓
BAEK'S RUSH NEEDLE	↓ ↓
HAMMER HEEL	→→
HUNTING HAWK	↗
WING BLADE	→↓↘
BREAK BLADE	
TRIPLE THREAT	→
STARLIGHT BLADE	↗ ↓
WAVE NEEDLE	WHILE GETTING UP
HEAT DESTRUCTION	WHILE GETTING UP
HURRICANE DESTRUCTION	WHILE GETTING UP
FLAMINGO	←←
FLAMINGO DANCE	DURING FLAMINGO ←
HEEL HUNTER	DURING FLAMINGO ←
HEEL CUTTER	DURING FLAMINGO
MACH NEEDLE	DURING FLAMINGO ↓
FLAMINGO WAVE NEEDLE	DURING FLAMINGO
FLAMINGO DESTRUCTION	DURING FLAMINGO

FIGHTING TECHNIQUE	COMMAND
FLAMINGO HURRICANE	DURING FLAMINGO
SNAKE KICK	↓ ↓
SNAKE BLADE	↓
TRICK SMASH	↗
TRICK NEEDLE	↗ ↓
SILVER MANTIS	
FLAME HAWK	WHILE GETTING UP
HEEL EXPLOSION	↙
BLUE SHARK THROW	NEAR OPPONENT
HAMMERHEAD THROW	NEAR OPPONENT
STARFISH THROW	FROM BEHIND OR
SWORDFISH THROW	NEAR OPPONENT ↙
FLYING SNAKE SMASHER	→→→





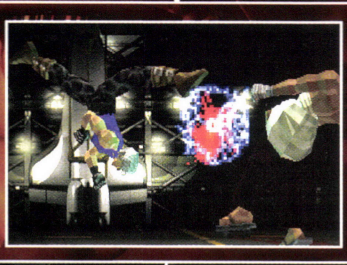
LEE CHAO LAN

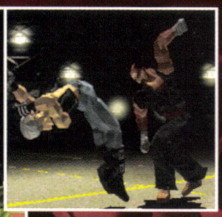
A street child, Lee befriended Kazuya when they were young, and was soon adopted into the Mishima household by the age of twelve. By this time, he was learning Mishima school martial arts, but at every step, Kazuya was treated as the favorite son, making Lee insanely jealous. This eventually erupted into furious hate, and Lee challenged Kazuya in the first Rave War. He was severely beaten and retreated to the hills where he trained under the guidance of an old Karate expert. Sufficiently revitalized, Lee executed his teacher and bounded down from the mountains to challenge all comers. Beware the screaming Silver Haired Demon!

Nationality: Japanese
Height: 178 cm
Weight: 66 kg
Blood Type: A
Age: 27
Hobbies: Hang-gliding, Paragliding, Kite-flying, Menthol Cigarettes
Fighting Style: Mishima School Karate

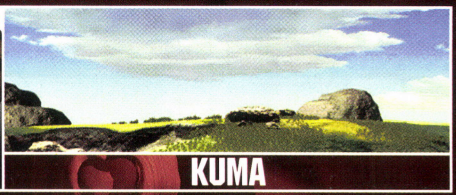
FIGHTING TECHNIQUE	COMMAND
SEKKAN PUNCH	NEAR OPPONENT
NECK FRACTURE	NEAR OPPONENT
KNEE DIVE	NEAR OPPONENT →→
ONE, TWO PUNCH	
STEP-IN MIDDLE KICK	↘
SOMERSAULT KICK HIGH	HOLD ↓ THEN HOLD ↑
SOMERSAULT KICK	HOLD ↓ THEN ↑
SPIN KICK COMBO	
LEFT JAB RUSH	
RAVE WAR COMBO	→
LEE KNUCKLE COMBO	
SOMERSAULT DROP	HOLD ↓ THEN ↑
SILVER CLAW	WHILE CROUCHING
TRIPLE HEAD KICK (1)	
FEINT MIDDLE KICK	DURING 1 HOLD →
SLIDING	HOLD ↓ THEN ↘↘
LEE SLAMMER	↑
SILVER CYCLONE	↓
SILVER FANG	↙ TO CANCEL MOVE ↑↑
FACE CRASH	FROM BEHIND OR
LEE KICK COMBO	↓ JOYPAD IN NEUTRAL
LASER'S EDGE KICK COMBO	↓
SHREDDER KICK COMBO	→→
INFINITE KICK COMBO (2)	(GETTING UP) HOLD ↓
INFINITE CONTINUE HIGH	DURING 2 HOLD ↑ & REPEAT
INFINITE CONTINUE LOW	DURING 2 HOLD ↓ & REPEAT

FIGHTING TECHNIQUE	COMMAND
LEFT SHOULDER DROP	→→
BACK FLIP	←← JOYPAD IN NEUTRAL
BLAZING KICK	↓↙
LEE SLIDING	→→ JOYPAD IN NEUTRAL





鉄拳 TEKKEN 2



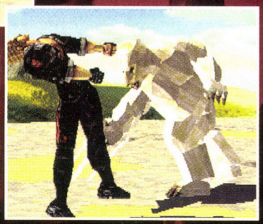
KUMA

Nationality: None
Height: 280 cm
Weight: 210 kg
Blood Type: Unknown
Age: 24 approx.
Hobbies: Eating human flesh, Napping
Fighting Style: Heihachi School of Kuma-Shinken

Kuma was just an abandoned pup when Heihachi discovered him on a hunting expedition. He took him back to the Mishima estate, watched him grow to unmanageable proportions and then built an outhouse, teaching the bear simple commands and hand-signals. Heihachi was surprised at just how quick the bear learned the gestures, and then taught him rudimentary Japanese. Then the bear was brought to the fighting school to learn Kuma Shinken, but intense bouts of sleeping meant he was unprepared for a defeat at the hands of Paul Phoenix. Both Kuma and Heihachi retreated to the hills to retrain, and now Kuma has returned to destroy Phoenix in battle. Any other competitors who get in this mammoth bear's way will be eaten...

FIGHTING TECHNIQUE	COMMAND
BEAR HUG	NEAR OPPONENT
HELL BREATH	
BEAR BITE	NEAR OPPONENT →
BEAR HEAVEN CANNON	→
SPRING HAMMER PUNCH	WHEN OPPONENT IS DOWN ↓
STRAIGHT ELBOW UPPER	
BEAR PUNCH COMBO	
BEAR KNUCKLE	
DOUBLE UPPER	WHILE GETTING UP
DOUBLE HAMMER	WHILE CROUCHING OR
BEAR GROWLING SWING	WHILE CROUCHING
BEAR GRUNTING SWING	WHILE CROUCHING
UPPER SWIPING RUSH	↘
UPPER SWINGING RUSH	↘
MEGATON CLAW	←↙↓↘
BEAR SCISSORS	→
HIP PRESS	↗
WILD SWING	↓↘
BLOOD CLAW	
BLOODY CLAW	
ON THE SPOT CROUCH	
BEAR SHOOT	FROM BEHIND OR
BEAR RUSH LOW	↓ ↓
BEAR RUSH MIDDLE	↓ ↘
BEAR RUSH HIGH	↓ →
TERRIBLE CLAW	←

FIGHTING TECHNIQUE	COMMAND
ROLLING BEAR	←→↘↓↙←↖↑↗
SALMON HUNTING	←→



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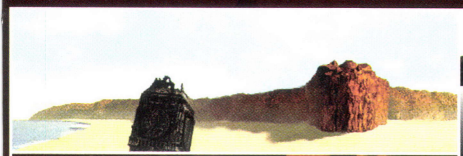


PROTOTYPE JACK

TEKKEN 2 Fighting Tekken 2

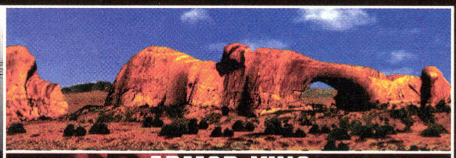
This first stage model of the Jack unit was almost destroyed in the first competition by Jack's rampaging, and spent months in Kazuya's junkyard, complaining bitterly and pleading for a new skin (until his fuel ran out). Months later, a back-up fuel supply reactivated him, and he began his whining again. Kazuya instructed Dr. Bosconovich to remodel the android, and with a cunning memory tweak, the doctor made P. Jack believe his new look afforded him superior protection to Jack's, despite being superficial chrome armor, a hat and sunglasses. Now Kazuya is taunting P. Jack, claiming he isn't able to beat the new Jack unit under any circumstances, and this has made P. Jack constantly request new fighting routines. With these saved to on-board memory, P. Jack can ready himself for a more closely-fought battle against his enemy unit...

Nationality: Russian
Height: 230 cm
Weight: 185 kg
Blood Type: G (Gasoline)
Age: 7
Hobbies: (when not switched off), Inputting information, Destruction
Fighting Style: Power moves & mechanical arts

FIGHTING TECHNIQUE	COMMAND
LIFT-UP SLAM	NEAR OPPONENT
HELPLESS	
SLAPPING DOWN	NEAR OPPONENT ↙
PUNISHMENT MEGATON THROW	↙ ↓ ↘
SPRING HAMMER PUNCH	WHEN OPPONENT IS DOWN ↓
STRAIGHT ELBOW UPPER	
JACK HAMMER	
OVERHEAD SMASH	
HAMMER	WHILE GETTING UP
DOUBLE HAMMER	WHILE CROUCHING OR
SWING LEFT KNUCKLE	WHILE CROUCHING
SWING RIGHT KNUCKLE	WHILE CROUCHING
KNUCKLE UPPER	↘
CRUNCHING KNUCKLE UPPER	↘
MEGATON BLAST	←↙↓↘
POWER SCISSORS	→
HIP PRESS (1)	↗
WINDMILL PUNCH	↓↘
BLOODY FAN	AFTER 1 OR 2
BLOOD FAN	AFTER 1 OR 2
SIT DOWN (2)	↓
REVERSE LIFT UPPER SLAM	FROM BEHIND OR
HAMMER RUSH LOW	↓ ↓
HAMMER RUSH MIDDLE	↓ ↘
HAMMER RUSH HIGH	↓ →
GIGATON PUNCH	CAN REPEAT X5 ←↙↓↘→

FIGHTING TECHNIQUE	COMMAND
MEGATON UPPERCUT	←↙↓↘
MACHINE GUN BLAST	↓ ↘
PROTOTYPE JACK BLASTER	↓
DARKNESS CUTTER	→
HEAD SLIDING	→
DIVE BOMBER	KEEP PRESSING BOTH BUTTONS

鉄拳 TEKKEN 2



ARMOR KING

Nationality: Unknown
Height: 193 cm
Weight: 93 kg
Blood Type: Unknown
Age: Unknown
Hobbies: Defeating allcomers, Hunting Paul Phoenix
Fighting Style: Wrestling

This mysterious fighter wandered from one wrestling arena to the next, waiting for a challenger with the skill of his old partner, King. They became arch rivals many years ago, and Armor King watched with interest as King ended his previous attempt to win the Tekken tournament in disaster. Armor King laughed long and low when King realized his dreams of an orphanage had been destroyed, and watched with glee as King turned his back on wrestling and turned to drink. This mockingly contempt changed to concern when he saw King's condition prior to the second tournament, and snapped him from his daze. Armor King now looks forward to their second duel, where the Mexican will crumple again!

FIGHTING TECHNIQUE	COMMAND
BRAIN BUSTER	NEAR OPPONENT
COCONUT CRUSHER	NEAR OPPONENT
DDT	NEAR OPPONENT ↙↙
TOMBSTONE PILEDRIVER	NEAR OPPONENT ↙→
JAGUAR DRIVER	NEAR OPPONENT ↓↘→
GIANT SWING	NEAR OPPONENT →←↙↓↘→
ONE, TWO PUNCH	
ONE, TWO UPPER	
EXPLODER	→→ OR
SATELLITE DROP KICK	→→→
GOAL KICK	→→
KNUCKLE BOMBER	↗
ALLEY KICK	WHILE CROUCHING ↘
ALLEY KICK (WITH COUNTER)	WHILE CROUCHING ↘
ELBOW DROP	WHILE JUMPING
ARMOR KING'S FLICKER	→→
GRAND SMASH	→→ JOYSTICK IN NEUTRAL
DYNAMITE UPPER	↓↘
FLYING CROSS CHOP	→→
DOUBLE KNEE DROP	↑
FRANKENSTEINER	↘
RIGHT STRAIGHT TO UPPER LEFT	
LEFT STRAIGHT TO UPPER RIGHT	WHILE CROUCHING
BLACK SMASH	→↓↘
DARK SMASH	→↓↘
STEINER SCREWDRIVER	NEAR OPPONENT ↓↓↓

FIGHTING TECHNIQUE	COMMAND
REVERSE DDT	FROM BEHIND OR
SUPER KNUCKLE BOMBER	↗ HOLD ↓
JUMPING SUPER KNUCKLE BOMB	↑ OR ↗ PAD IN NEUTRAL ↓
JUMPING MOONSAULT KICK	↑ OR ↗ PAD IN NEUTRAL
JUMPING KNUCKLE BOMBER	↑ OR ↗ PAD IN NEUTRAL
ARROW STRAIGHT	←
BLACK SHOULDER ATTACK	→

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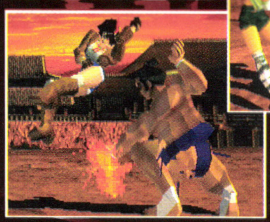
GANRYU

The 'Reckless Topknot Man' was the youngest Sumo ever to gain the title of 'Ozeki', and then everyone (including a certain bandit leader) waited with baited breath to see whether Ganryu would challenge for the title of 'Yokozuna'. However, his immoral style (such as starting fights with bouts of fire-breathing, taunting opponents and gambling) lead to him being discharged dishonorably. From here, he sank into the world of crime and pursued his one goal; to be the strongest man in the world. Despite being beaten by Yoshimitsu, Ganryu was noticed by Kazuya and now acts as his bodyguard; his gambling habit being supported by the Mishima overlord. Now Ganryu has a chance to prove his claims, and win the heart of a beautiful Native American girl...

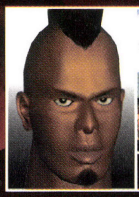
Nationality: Japanese
Height: 189 cm
Weight: 125 kg
Blood Type: B
Age: 34
Hobbies: Gambling, Cooking Yellowtail stewed with Japanese radish
Fighting Style: Sumo Wrestling

FIGHTING TECHNIQUE	COMMAND
HIP THROW	NEAR OPPONENT
DEITY HOLD	NEAR OPPONENT
OVER THE BACK THROW	NEAR OPPONENT →
ENMA THRUST	
YELLOWTAIL ENMA THRUST	
SPRING HAMMER PUNCH	WHEN GETTING UP HOLD ↓
FOUR THIGH QUAKE	↓
GANRYU COMBO	
DOUBLE HAND SWING	
DOUBLE HAND UPPER	WHILE GETTING UP
DOUBLE HAND UPPER THRUST	WHILE CROUCHING OR
NECK RING COMBO	WHILE CROUCHING
NECK RING STINGER COMBO	WHILE CROUCHING
MEGATON THRUST	←↙↓↘
SABA FOLDING SCISSORS	→
HIP PRESS	↗
RING OUT SHAVE	↓↘
KABUKI SLAP	↓ KEEP PRESSING BUTTON
RIGHT UPPER	↓↘
UPSIDE DOWN DROP	FROM BEHIND OR
JAW SMASHER	NEAR OPPONENT →→
THUNDER SLAP	↘
SUMO RUSH LOW	↓ ↓
SUMO RUSH MIDDLE	↓ ↘
SUMO RUSH HIGH	↓ →
CLASH	←↙↓↘

FIGHTING TECHNIQUE	COMMAND
TABLE FLIP	FROM CROUCH ↓
ATROCITY KNOCK	HOLD ←
PUNCH ELBOW	→
RIGHT UPPER - ENMA THRUST	↘



鉄拳 TEKKEN 2



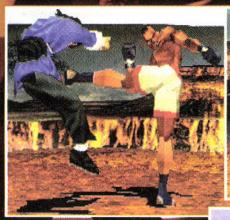
BRUCE IRVIN

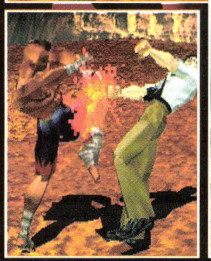
Nationality: American
Height: 190 cm
Weight: 85 kg
Blood Type: A
Age: 32
Hobbies: Collecting guns, Smelling and feeling gunpowder
Fighting Style: Kickboxing

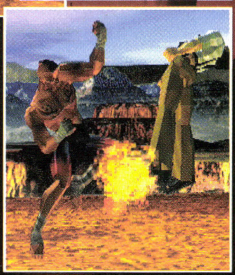
Both of Bruce's parents died when he was very young, and he spent most of his life on the streets, learning Kick-Boxing until he became the heavyweight champion. After no-one else in America would challenge him, he travelled to Thailand for a Muai Thai tournament, and was paid a considerable sum to lose a fight. However, Bruce killed his opponent instead, and fled the competition, pursued by angry book-makers and the police. Bruce boarded a plane and was confronted by a Hong Kong police officer in mid-flight, and the two struggled; the unfortunate officer had his neck broken in the melee. The plane crashed, Bruce escaped, and was picked up by Kazuya's men, who offered him a job as Mishima's new champion...

FIGHTING TECHNIQUE	COMMAND
HIZA-JIGOKU - KNEE HELL	(MULTI KNEE THROW COMBO)
FRONT RIGHT KNEE KICK (1)	NEAR OPPONENT →↓↘
LEFT SIDE KNEE KICK (2)	DURING 1
SPINNING RIGHT KNEE KICK (3)	DURING 2
VACUUM FLYING KNEE KICK	DURING 3
KUBI-NAGE - NECK THROW	DURING 1
THAI-KON-KOHN	NEAR OPPONENT
THAI-KOW-TORON	NEAR OPPONENT
LEG BAZOOKA	→→
FORK CLUB	→
TRIPLE THAI-FORK	→
ONE, TWO HIGH KICK	→
ONE, TWO MIDDLE KICK	
ONE, TWO LOW KICK	↓
TRIPLE KNEE COMBO	←
DOUBLE KNEE & LOW KICK	←↓
STOPPING	←
STOPPING FEINT KNEE	←
SLEDGE HAMMER	
BACK ROLL	←←
FEINT LEG BAZOOKA	DURING BACK ROLL
SLICER	→→
GATLING COMBINATION	
SPINNING FEINT STRAIGHT	←
SIDEWINDER	←
NORTHERN LIGHTS	

FIGHTING TECHNIQUE	COMMAND
SOUTHERN CROSS COMBO	
CYCLONE EDGE (4)	↘
TORNADO UPPER	DURING (4)
RISING COMBINATION	
QUICK SOLE BUTT	
SNIPER SOLE BUTT COMBO	←
DOUBLE FACE-BREAKER	↘
BACK FLING	FROM BEHIND OR
SNIPER SLASH	→→
SIDE LOW & SIDE HIGH KICK	↓
STEP-IN MIDDLE KICK	↘







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ROGER / ALEX

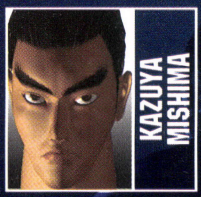
Kazuya Mishima was surprised to see a large kangaroo bounding through the formal gardens, and sent Ganryu and Bruce to investigate. An hour later, they came back bruised and battered, amazed at the animal's combat ability. The creature was captured, and through Kazuya's contacts, he realized this strange hybrid was the result of a military experiment and set about creating his own mutation using Roger's DNA. Six months later, Alex was 'born': a vicious raptor with a thirst for blood, and Kazuya housed them both in Kuma's old living quarters. Now those competitors skilled enough to survive the preliminary rounds will have the added pleasure of defeating one of these two beasts!

Nationality: None
Height: 160 / 155 cm
Weight: 80 / 75 kg
Blood Type: Unknown
Age: 3 years / 6 months
Hobbies: Running with his pack / Screeching
Fighting Style: Mishima School Karate and Kuru-Kuru Animal Arts

FIGHTING TECHNIQUE	COMMAND
ANIMAL HEAD BUTT	NEAR OPPONENT
JUMPING POWER BOMB	NEAR OPPONENT
NECK TOSS	FROM BEHIND OR
ONE, TWO UPPER	
SMASH UPPER	→ →
KNUCKLE BOMB	↗
FLYING CROSS CHOP	→ →
RIGHT STRAIGHT TO LEFT UPPER	
GRAND SMASH	→ → JOYPAD IN NEUTRAL
ELBOW DROP	AFTER JUMP
DOUBLE KNEE DROP	DURING JUMP
ONE, TWO PUNCH	
LEFT STRAIGHT TO RIGHT UPPER	WHILE CROUCHING
DYNAMITE UPPER	↓ ↘
DROP KICK	
SATELLITE DROP KICK	→ → →
JAIL KICK	→ →
FRANKENSTEINER	↘
TOMBSTONE PILEDRIVER	NEAR OPPONENT ↙ →
DDT	NEAR OPPONENT ↙ ↙
JAGUAR DRIVER	NEAR OPPONENT ↓ ↘ →
GIANT SWING	NEAR OPPONENT → ← ↙ ↓ ↘ →
ALLEY KICK	↓
ALLEY KICK (WITH COUNTER)	↓ X5
KURU KURU PUNCH	→ JOYPAD IN NEUTRAL
ANIMAL RUSH & KURU KURU PUNCH	→ →

FIGHTING TECHNIQUE	COMMAND
ANIMAL UPPERCUT	→ JOYPAD IN NEUTRAL ↓ ↘
TAIL CUTTER	↙
ANIMAL KICK RUSH (1)	↙
ANIMAL RETREAT	DURING ANIMAL KICK RUSH ←
ROLLING ANIMAL (2)	DURING 1 ↙
ANIMAL DROP KICK	AFTER 2 ←
ANIMAL MEGATON PUNCH	←

鉄拳 TEKKEN 2



Nationality: Japanese
Height: 181 cm
Weight: 76 kg
Blood Type: AB
Age: 28
Hobbies: Fighting with Inner Demons, Extortion, Smuggling, Execution
Fighting Style: Mishima School Karate

An almost superhuman force took over Kazuya Mishima during the final rounds of his ultimate fight against Heihachi as they battled ferociously along the rooftops of the Mishima dojo. When Heihachi was finally defeated, Kazuya had no hesitation in depositing his father's prone form over the cliffside, returning to the estate and claiming the Mishima fortune and business empire. The following months saw a ruthless dictatorship, with the young leader commanding extortion activities and smuggling rings throughout the world. At the same time, however, Kazuya became plagued with horrendous nightmares involving a black winged beast that possessed his form. It seemed that this supernatural figure was responsible for this irrational behavior, and Kazuya spent many nights trying to exorcise this specter, whilst becoming mad with fury. Only a young nature maiden holds to secret to these terrible visions...

FIGHTING TECHNIQUE	COMMAND
BODY DROP	NEAR OPPONENT
HEEL KICK GRAPPLE	NEAR OPPONENT
ONE, TWO PUNCH	
ROUND SCREW KICK	↗
RIGHT HEEL DROP	→
THUNDER GOD FIST	→ (NEUTRAL) ↓ ↘
SMASH KICK	
FLASH PUNCH COMBO	
DEMON BACKFIST COMBO	
WIND GOD FIST	→ (NEUTRAL) ↓ ↘ HOLD
AIR SLICE KICK	→→→
HEEL DROP	WHEN GETING UP
LEFT HEEL DROP	→→
DEMON HEAD BUTT	NEAR OPPONENT →→
DOWNWARD HEEL SLICER	↘
ULTIMATE TACKLE (1)	HOLD ↙
DOUBLE UPPERCUT	↘
HELL SWEEP	→ (NEUTRAL) ↓ ↘ HOLD
BLACK CLOUD	DURING 1
SCREW DEMON KICK	↗
DEMON GOD FIST	FROM CROUCH
MIST FOOT (SIDESTEP)	→
MIST FOOT WIND GOD FIST	→ (NEUTRAL) ↘ HOLD
MIST FOOT THUNDER GOD FIST	→ (NEUTRAL) ↘ HOLD
MIST FOOT HELL SWEEP	→ (NEUTRAL) ↘ HOLD
THUNDER GOD FIST MIDDLE KICK	→ (NEUTRAL) ↓ ↘ HOLD

FIGHTING TECHNIQUE	COMMAND
THUNDER GOD FIST LOW KICK	→ JOYPAD IN NEUTRAL ↓ ↘
SHORT DEMON GOD DESTRUCTOR	←
LONG DEMON GOD DESTRUCTOR	HOLD ←
BACK DROP	FROM BEHIND OR
DEVIL NEO CRUSHER	FROM BEHIND OR
INFERNO	
DEVIL BLASTER	

MOVES IN YELLOW = KAZUYA ONLY - MOVES IN RED = DEVIL/ANGEL ONLY

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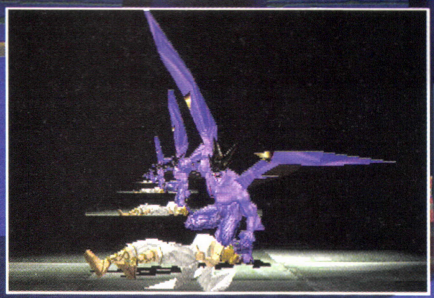

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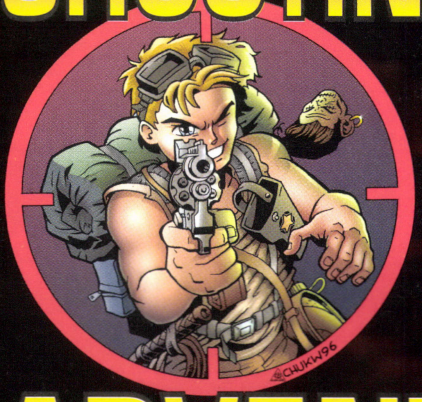


THIS MONTH'S FEATURE:

FINAL DOOM

ADVENTURE

FINAL DOOM

Jupiter Mining Corporation HQ: Chief Hambleton's Final Briefing 06:66 Hours (Jupiter Time):

"All right, listen up people, and listen good! We've just received garbled radio messages from Outpost VII. Looks like a major demonic incursion has occurred; we've had reports of all manner of frothing entities warping in from the netherworld, tainting our boys and turnin' 'em into zombie deviants! Our heat scans show no human life left... the situation's looking grim, soldier! As the final marine on Outpost VII, you've got the small matter of cullin' all them alien demonic varmints before they spread their unspeakable evil to the main colonies... are you up to it?

"Before you tool up and wade in with all guns blazing, here's a quick run-down of entities you'll be encountering. Gun 'em all down with extreme prejudice! After that, I'll relate some of my combat experience to you, with tips on just how to kill these critters, before revealing the results of our 13 radar scans through the entire complex. Your mission is code-named 'The Master Levels; Ultra Violence'. Good luck soldier! Send the demons back to Hell!"

PlayStation

By Chief H. & Waka

FORMAT

Completion Time: 24 hrs.

DEVELOPER: id Software

PUBLISHER: Williams

DIFFICULTY: Adjustable

"All right, you lunatics, time for your lessons in death! From my previous missions into the depths of Hell, this ain't gonna be no picnic for ya! Tool up your weapons to the max, dust off your combat pantaloons and execute every last frothing abomination! Payback time!"

THE HAMBLETON REPORT: KNOWN DEMONIC ENTITIES

ENTITY #1: Zombieman
WEAPON USED: Pistol
DISPATCH WITH: Fists/Pistol
THREAT LEVEL:

Mining staff have been consortin' with those gosh-darned demonic scum again. The result; these once human abominations! These rotting folk stagger half-blind in confused panic, shootin' wide of the mark and gittin' in the way. Gun 'em down where they stand, or they'll pick at ya constantly. More of a nuisance than a threat, and easy meat!

ENTITY #2: Shotgun Guy
WEAPON USED: Shotgun
DISPATCH WITH: Single-Shot Shotgun
THREAT LEVEL:

Those shuffling mutants are controlled by the more intelligent Sergeants. These undead travesties have a Shotgun which they'll bring to bear on your butt almost immediately! Toast these critters mighty quick, or they'll whittle you away to a pulp. Always take these guys out first, but don't waste shells with the Double Shotgun. One shot oughta do it!

ENTITY #3: Heavy Weapon Dude
WEAPON USED: Chain-Gun
DISPATCH WITH: Double-Barreled Shotgun
THREAT LEVEL:

Now this bearded wonder ain't here for the fresh air, he's mean and carries the latest in military mini-gun hardware! He'll light up the corridor at the earliest opportunity, and can even hit you from miles away. Make these deviants first on your kill list, and close in as they die... they fall apart in a most pleasant fashion. One Double-Shotgun to the guts gets the job done!

ENTITY #4: Imp
WEAPON USED: Fireball
DISPATCH WITH: Single-Shot Shotgun
THREAT LEVEL:

During my marine service in 'Operation Certain Death,' the first signs of demonic incursions were when my company spotted hordes of these brown mutants, stompin' and causin' havoc. All my company charged into the fray... and were cut down in seconds. I prefer a long range approach (those critters are ugly!), with nimble side-steppin' to avoid those fireballs.

ENTITY #5: Demon (Type I, II & III)
WEAPON USED: Teeth and Claws
DISPATCH WITH: D-B Shotgun/Chain-Gun
THREAT LEVEL:

There's three known versions of this hideous monstrosity, and all are equally stupid (they charge at ya) but tough as old boots! Take 'em apart in a shower of Chain-Gun fire, or better still, backpedal and plant a couple of Shotgun shells in their craniums! Also watch for those weird dark demons; they take twice as many hits as their weaker brethren...

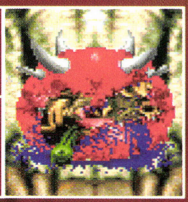
FINAL DOOM

ENTITY #6: Revenant
WEAPON USED: Homing Missile/Bony Punch
DISPATCH WITH: D-B Shotgun/Chain-Gun
THREAT LEVEL:

Now we're gittin' down with some serious undead troopers, here! You'd better make darn sure you kill a Baron of Hell, 'cuz if you don't, they git re-animated as these bony melon farmers! Two attacks to watch here: the Swinging Punch (dodge it or die!) and those pesky Homing Missiles, which you avoid by steppin' behind an obstacle. Watch it; these balls of fiery death fly around corners!

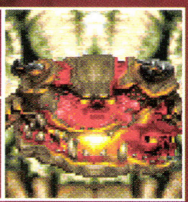
ENTITY #7: Cacodemon
WEAPON USED: Flameball
DISPATCH WITH: Chain-Gun
THREAT LEVEL:

Whoa there, marine; have you seen the state of this deviation?! Urrgh, I don't want to know how these spawns of Hell were created! All I care about is takin' 'em down hard and fast, and the best way is to pump 'em full of Chain-Gun lead! You'd better git darn good at side-steppin'; those Flameballs come in mighty quick! And watch your back; these guys float over any object! Nowhere is safe!



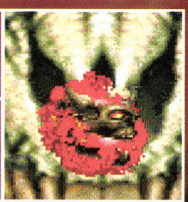
ENTITY #8: Pain Elemental
WEAPON USED: Lost Soul
DISPATCH WITH: Chain-Gun
THREAT LEVEL:

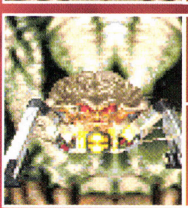
You want a lesson in pain? Consult these guys for free! Only appearing occasionally, these mutated Cacodemons with an attitude belch forth living Lost Souls. You know what this means? Take 'em down before they engulf ya with flaming skulls, or you'll be swamped in a feeding frenzy! Chalk up another kill for the Chain-Gun, and keep yer finger hard on that trigger!



ENTITY #9: Lost Soul
WEAPON USED: Screaming Fire Teeth
DISPATCH WITH: Single-Shot Shotgun
THREAT LEVEL:

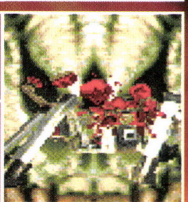
Ready to scare the livin' crap outta any sane human bein', these flaming skulls scream and cover ground like no other! The best tactic for these inhuman fiends? Blow 'em back to Hell with a carefully-aimed Shotgun shell! With a whole mess of these foul denizens, back-pedal like a man possessed and keep firing, but take 'em out soon or they'll bug ya to death!





ENTITY #10: Arachnotron
WEAPON USED: Plasma Bolts
DISPATCH WITH: Rocket Launcher/Plasma Gun
THREAT LEVEL:

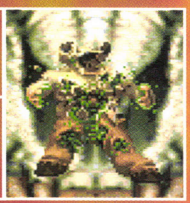
You'd better git ready to run for cover at the sight of these bio-mechanical muthers! With four legs, a pulsating brain and a huge rotating Plasma Cannon, you'll be molten slime in seconds! Load up and wade in, and remember to keep circling these beasties to avoid their plutonium death! Time to break open the heavy-duty killing ordinance, and let rip!



WARNING: THE FOLLOWING CREATURES ARE HOSTILE, ARMED TO THE TEETH, AND BAYING FOR YOUR BLOOD!! NOW GO GIT 'EM!

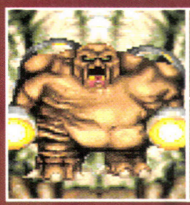
ENTITY #11: Hell Knight
WEAPON USED: Demon Bolt
DISPATCH WITH: Chain-Gun/Rocket Launcher
THREAT LEVEL: ▲▲▲▲▲▲▲▲▲▲▲▲▲

Now I don't wanna alarm ya none, but we're gittin' mighty skittish of these fellas! We sent in a five-man squad to obliterate a den of these horned devils... the result? Four dead and one gibbering madman! I'd rather not go into what their green fireballs are composed of, but they sure do dissolve the skin mighty quick when they hit! Load up that Chain-Gun, and pop 'em full of holes!



ENTITY #12: Baron of Hell
WEAPON USED: Devil Bolt
DISPATCH WITH: Chain-Gun/Rocket Launcher
THREAT LEVEL: ▲▲▲▲▲▲▲▲▲▲▲▲▲

Where there's Hell Knights, you'll find the daddy of 'em all, the darker Baron of Hell. Meaner than Sergeant 'Neckbreaker' Halverson, and twice as tough, these folk trundle into view and unleash that green goo. Smoke 'em with rapid Chain-Gun fire while circling them, or for more gore than ever before, try missilin' their demonic butts to Hades and back!



ENTITY #13: Mancubus
WEAPON USED: Dual Flamethrowers
DISPATCH WITH: Rocket Launcher/BFG!
THREAT LEVEL: ▲▲▲▲▲▲▲▲▲▲▲▲▲

Just don't ask, okay? Huge, frothing and covered in the toughest hide which oozes rotting sacks of pus, get ready for a world of hurtin' when you stray into their Flamethrowers. Hey, they may be tough, but they've one weakness; they're darned slow, so use this to your advantage... run around their bloated butts and toast 'em just after they fire. Show no mercy... this war really is Hell!

RADIO TRANSMISSION: 06:85 (JUPITER TIME)
THREE MINUTES TO MISSION START...

"Well, time to transport into that Hell-hole, so I've no time to tell you of the really BIG critters... but I'm sure you'll find 'em soon enough! What other advice I can give is to sidestep like a madman; you'll avoid more demonic attacks that way. Always run; the alien scum take longer to zero in on you. And take out those zombie gunners before moving on to the demons, or you'll be reeling back full of lead! Watch those weird objects as well; you can fire through most of 'em! You want a couple of final tips? Okay; aim to the middle-right of any enemy; that there's a direct hit; and run while side-steppin' at the same time; you'll cover more distance and confuse those pesky mutants! Good luck marine! Bring me back a slice of Cyberdemon hide real quick! Over and out!"

FINAL DOOM

ZONE 1: ATTACK!

Watch your step – even the first level has a huge number of mutant demon-spawn to kill! The hardest bit are those teleports; ready yourself for a fire fight when you get to them. Step into the unknown, marine and find some firepower quick!!

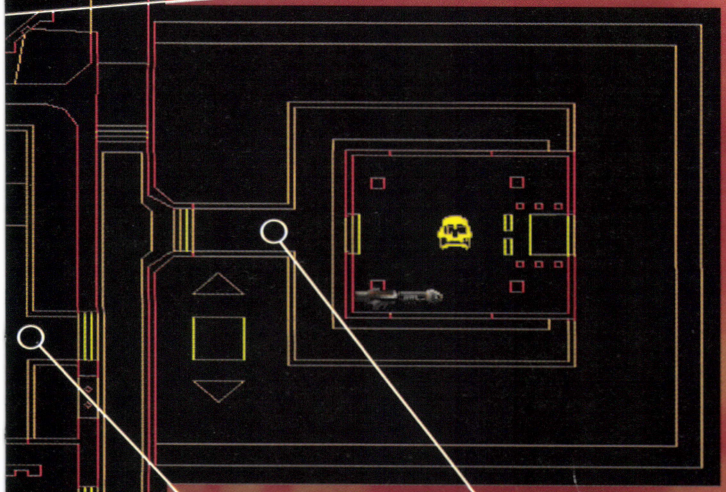
The room with the Blue Key has a nasty secret. Apart from the Lost Souls hiding in the well areas, watch for those secret box rooms open after you walk onto the floor with the key on it.

There's many beasts to watch out for as you round the stairs! Take 'em all down, watch for more soldiers heading in from the North, and collect that green armor.

Walk through the light and you're in for a nasty surprise! Watch for the Imps, the hiding soldiers and the trio of imprisoned undead atop the stairs.

After you've danced about the three teleport areas in a killing frenzy, head for the yellow door and the exit... but watch for the Revenant behind the door! Before you press the switch, go up the stairs and take out that lone imp... then ready yourself for more blood!

The main area with the Red Key is full of surprises, take these guys for instance! Note the Plasma Gun, pick it up, but save it for later levels (believe me, you'll need it!). By all means investigate the inhuman growling coming from the North window, but save your shells for later. Kill 'em in the open!



The main outside courtyard is brimming with deviants! Kill 'em all, and feast on the corpses! But watch for those Lost Souls, and the invisible Demons, or you'll be swamped!

Once you've found the Blue Key and strolled through the blue door, get ready to repel an onslaught of Chain Gunners and Lost Souls. Find that Rocket Launcher, take the Yellow Key and head for the two metal poles (yellow on the map). Press 'em and they'll rise up and after the lift, you'll be outside. Blow those barrels, execute the beasties and head for that teleport, remembering the blue armor nearby!

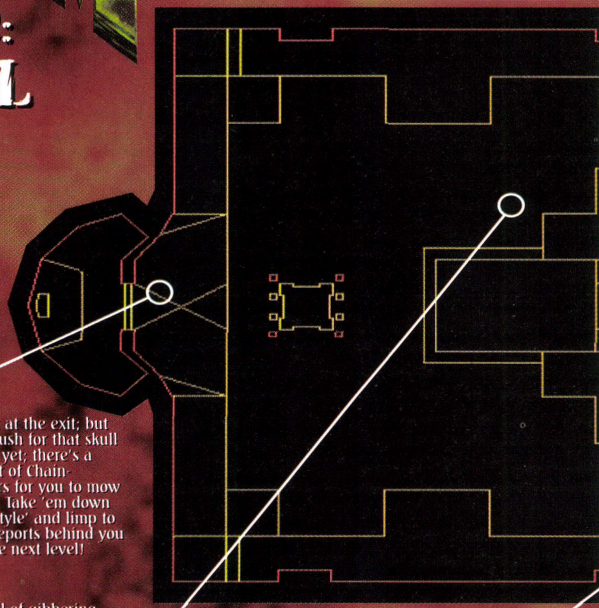
The hideous dead are here in the main hall! Toast the Soldiers and collect the Shotgun, but watch for that Heavy Weapon Dude in the North East corner! Show him the true meaning of the word 'pain'!

FINAL DOOM

ZONE 2: VIRGIL

Moving onwards, this compact little level has a great deal to be wary of, not least the number of identical rooms which can confuse and bewilder the novice Doomster. Despite the multitude of Hell Knights, there's loads of health dotted about; have you found that extra hyper-health?

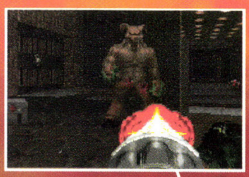
Yellow key and secret walls which lower to reveal all manner of mutated critters. You know the drill; trigger finger down!



Almost at the exit; but don't rush for that skull switch yet; there's a quartet of Chain-Gunners for you to mow down. Take 'em down 'man style' and limp to the teleports behind you and the next level!

If you thought that mud courtyard was full of gibbering monsters, then prepare for a serious demonic showdown! Aside from the Demons, there's Soldiers either side of the entrance, a Hell Knight roaming about and hideous Cacodemons to face as well! Head East, enter the lift (watching for hiding Imps) and gun those Soldiers down in a haze of gore! Then head for the Demonic door and engage another Knight!

Entrapped Demons are no picnic, but these guys are especially ferocious; expect to be swamped if you're too slow on that trigger! Then you must enter the cage (by pressing the three metal bars), fry those hapless zombies, tackle the Hell Knight and then enter to pick up the Red Key. Now press the red-eyed skull switch (all the others are black), and the door to the final courtyard opens...



Shooting Final Doom

Courtyard battles are fun; this Hell Knight won't be spawning any offspring in a hurry!

Once you've collected the Yellow Key, head through the door and flip the switch (watch out, it lowers a lift with a waiting Imp to the right). Then run into this chamber; watch out for the Hell Knight teleporting behind you, flip the switch and Chain-Gun that type III Demon. Yee-haw!!

Prepare yourself for a barrage of Imp Fireballs in this area! Take 'em apart and head North through the Pentagram door... and watch for that teleporting Demon! Then check your ammunition and trot into the courtyard...

FINAL DOOM

ZONE 3: CANYON

This is where a Marine's mission starts to get trickier; there's loads of confined spaces for those dark denizens to lay in ambush, but once again, there's plenty of extra health... if you know where to look! There's some rather cunning secrets as well; listening is helpful here...

Chalk up another Hell Knight kill for the home team! Watch for invisible Demons and restricting passages here. Note the hidey holes on the East and West sides of the octagonal room; they open once you've entered the last section...

The main courtyard is overflowing with manic monstrosities, and all should be dealt with immediately, or they'll swamp you! Why not line up a couple of them behind each other? Hopefully that way you'll start some inter-monster fighting!

That cunning elevator holds the secret of the Blue Key; make sure you're prepared for the welcoming committee (as you can see, I was!). Also note the secret North West wall with the blue life-sphere, collect it later.

A small area with a nasty surprise in it. Gun down those Cacodemons, collect the blue health bottles, tackle that type II Demon and look out on the courtyard: It ain't over yet, soldier!!

Watch out in the final two areas; the green chambers glow with radiation and open up a number of secret areas (one has a mega-sphere behind it!). The teleport to the Yellow Key is well guarded; toast a few Imps and move on outta here!

This is where the fun begins! Instead of leaping down immediately, run onto the North square platform; there's another switch here... I wonder what it does? Now jump down and kill 'em all!

"Grøwl! Gnash! Phlumph!!" Die, Demon pigs!

Ledges, roving bands of Imps, an angry Cacodemon and one of these mutations; this must be where the Red Key is! Should you fall into the nukeage, run East to the lift. And remember that blue armor! Run for it!

FINAL DOOM

ZONE 4: COMBINE

A compact level full to bursting with the usual grotesque beastlings, and not much in the way of secrets ('cept for the Chain-Gun). Watch out for those Soldiers – they appear in tight groups; the perfect opportunity to unleash molten death with your new Plasma Rifle...

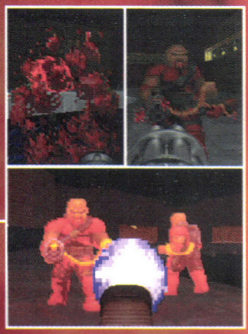
A chamber of death with an elevator you might not spot right away... Remember; Soldiers first, Imps later! Once the Blue Key is in your possession, head straight for the nukeage, as the doors on the left only lead to a needless fire fight. Come back there later into your expedition...

This series of small interlinking rooms hold more enemies per square meter than any other previously encountered! Choose your weapon wisely (the Plasma Gun is perfect here as extra ammunition is available). Beware of hiding soldiers if you teleport onto the Red Key!

A veritable Imp frenzy as a group of them take a dislike to your culling. Finish them with ease, then shoot the skull switch...

Take the Rad suit before investigating the nukeage further. Collect the items and shut those Imps up with a bucketful of lead; then run to the West end of the pit. Here you'll find some very narrow steps leading to the Blue teleport. In ya go!

Another platoon of the undead military, lead by that bearded Chain-Gunner on the right. No rockets here, just good old-fashioned Shotgunning!!



The main area is the prelude to more hard-core death, and the perfect time to dust off your Rocket Launcher for another outing. Beware the darkened North East corner; you'll find a Double-Barreled Shotgun, but you'll also attract the attention of some teleporting Chain-Gunners!

The main area where you'll be stomping to and from, this holds a band of roving devils waiting for your blood. Beware of your Double Shotgun's loading time, as you can be easily caught in enemy crossfire. Time to break open another case of Chain-Gun ammunition!

FINAL DOOM

ZONE 5: CATWALK

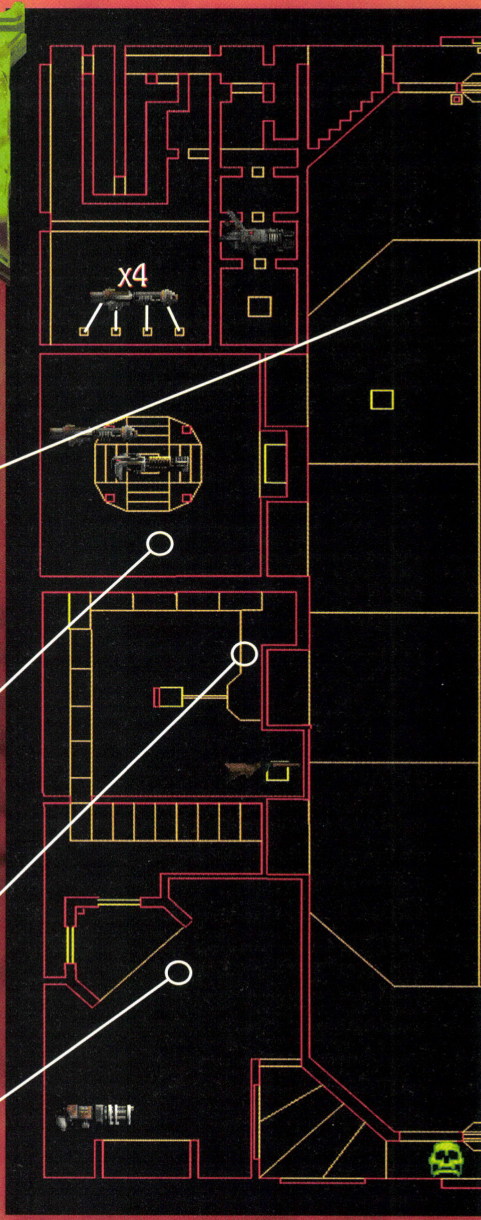
A fiendish level with cunning areas that look identical, more nukeage and a huge central arena with a small plinth* to run across! Don't despair when you're trying to run for the exit; simply run through the red door, turn to the left and shoot the West wall. Dare you enter this secret maze?

Here's the real way to take out those final monsters; locate that Big, er, Freakin' Gun and demolish all of them! Remember that ammo, though!

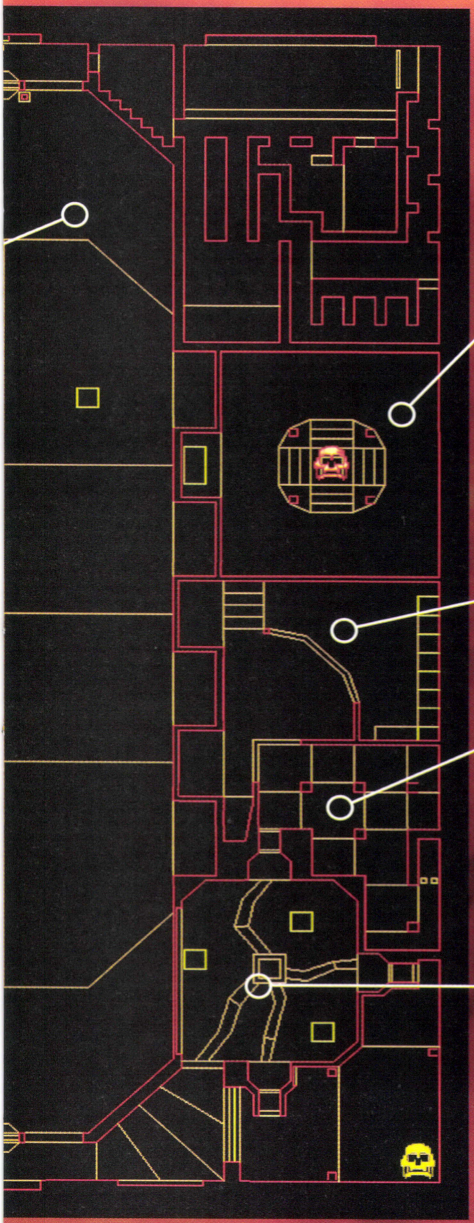
The mega-sphere is essential, as you'll face three Hell Knights up close and personal when you warp into this room! Mow 'em down with your weapon, then flick that switch...

Small ledges and advancing demons make this chamber one to watch for; should you fall in, either run for the teleport or the lift in the North West corner... and gun that Pain Elemental fast!

You'll find a Chain-Gunner's welcoming party, some gnarled trees and a whole host of items to collect (or return to later). Remember to visit here only when you have the Yellow Key!



plinth: a high, narrow ledge

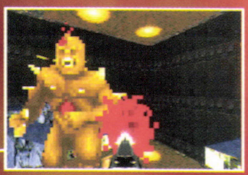


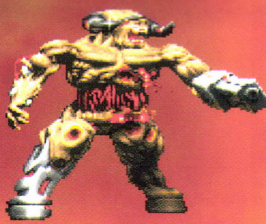
This area can get a little confusing; just use the map and you'll realize this is an identical room. What's more, there's different monsters to play with over on this side... check it out last.

After the confusion of the many-stepped room, emerge into the gloomy light, turn back and flick the switch to raise the steps and kill every single living thing with a manic grin on your face...

A strange little room, with linking chambers and some hiding monsters to dispatch. Pay special attention to that Pain Elemental; he's got an infinite supply of Lost Souls to belch at ya!

Step into the light... excuse me, Mr. Imp, but you're in my way! This flashing light holds the key; it'll open the first sliding door concealing a switch...





FINAL DOOM

ZONE 6: FISTULA

A small level with only one secret (well worth finding, though), but full of troopers, and many lifts mean you'll need to watch your back! Gloomy lighting adds to the increasing terror as your game heads to deeper and darker areas...

Here's where the Blue Key lies; in the small room (which you'll need the Yellow Key for), and as you can see, this is well-guarded by plentiful (if highly dim) zombie troopers. Again, run about until the zombies shoot each other and fight amongst themselves, and those marines low on ammunition should note that the Yellow Key room is brimming with goodies!

After the left door, there's a choice of paths. Hambleton reckons East is the way to go!

Scared of the dark? Then beckon these Demons out to the main starting area and then cut 'em down! Next, venture through and secure the Rocket Launcher!

The final showdown in this level includes some Caco-action and the usual motley crew of foul-smelling deviants!

This North East room can be seen from two directions, but entered from only one: halfway down the descending lift after the teleporting nasties have been dealt with. Switch to the Chain-Gun and remember to flick that switch!

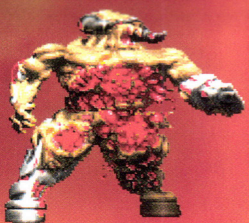
Here's what you'll find should you decide to enter the North East room via the lift. Not a pretty sight!

Another main corridor; watch for the opening doorway on your right that's stocked full of beasts! A switch here, too!

By the Rocket Launcher, you'll discover two lazy Imps. Load up ol' Bessie' (yer Shotgun!) and blow 'em to bits!!

Outside, before the red key door is encountered and the level ends, you'll go head-to-head with this zombie scum-sucker! Take 'im down!

"Hey, beardy! I'm over here!! Too late sucker, you're dead!!"



FINAL DOOM

ZONE 7: GERYON

Time to teleport! As you can see from the rather strange map, this level comes in three sections, all of which are jam-packed with killing evil. Load up, and don't forget the two mega-spheres, BFG and auto-map which are hidden here!

This is where you should encounter your most intense melee so far, with all manner of evil homing in on your fleshy form! Tool up with the biggest weapons you can (change that Chain-Gun, you fool!) and let rip!

When enclosed in this chamber, choose to flip the switch and you'll encounter this chap plus four of his lesser brethren, but ignore the switch and you'll teleport to the final showdown! Some choice!

The beginning of this level is somewhat subdued, with only a few Soldiers for company. Venture down this blood-red stream for some backpack action, but beware of the open window! Once at the arrow, beware those Imps!

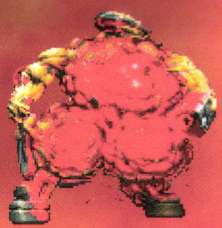
From the previous room, you'll find a berserk health. Avoid the temptation to run frothing at the mouth into the North chamber, as although your fights get more colorful (mainly red), they also get much shorter. Better to BFG!

The Chief demonstrates the incorrect way to tackle a Hell Knight. Even the Plasm Gun isn't worth this much pain!

After negotiating the delights of the lava pit to the West, return to the main marble hall and the Blue Key should be visible (you flicked the switch, didn't you?). Watch out for those guardians!

This main area holds the automap in the circular alcove, and a whole load of monsters to face. Top of the bill is this Hell Knight! Kill!

Dark steps lead to trouble, as you can see from the red Imps congregating in the lava pit. Oh, and Chief says; "Don't shoot the impaled folk!"



FINAL DOOM

ZONE 8: MINOS

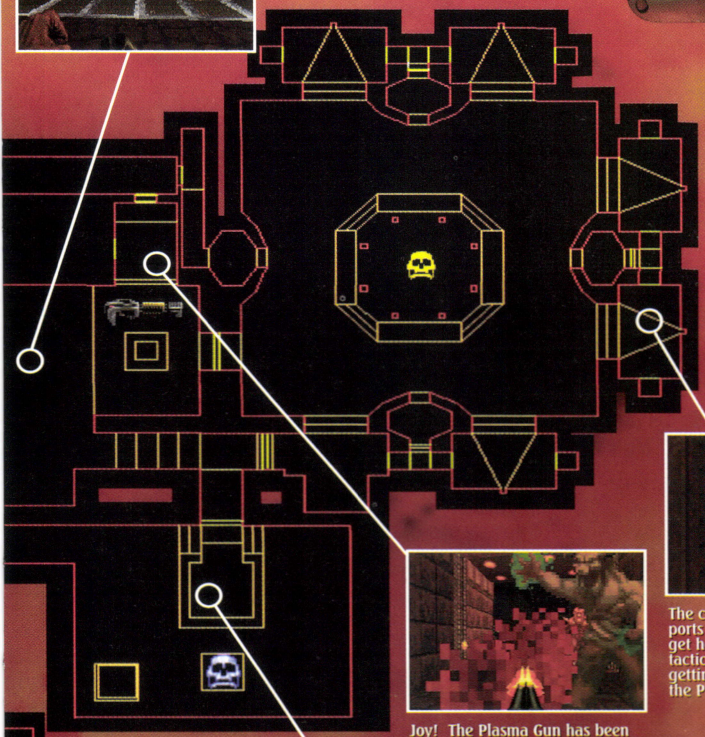
Twisting tunnels, a huge mire of nukeage to wade through, and a mad dash along a corridor of teleports make this level very difficult to master the first time. Note the placing of the BFG (near a 200% health), and remember; no rockets in any of the enclosed areas! Good luck!

Start in this marbled hall of horror, and watch the blood fly! Collect the Shotgun carefully!

There's a few big surprises waiting for the foolhardy marine who just dashes in to collect this blue health sphere. First, two Hell Knights teleport in, next a ceiling nearby descends (don't get squished!), and there's a hidden BFG to find!

The fabled Yellow Key is very difficult to obtain, but leads you to the final chamber. This arena is too small to use rockets in, full of nukeage (so hug the walls), and once you've pressed the switch, all manner of beasts 'port in! Time for the BFG!

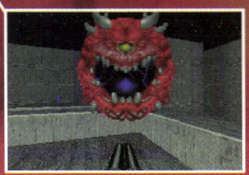
The big red room, where a cool-headed marine simply strafes, hides and then mops up the horrors left after the beasts fight it out. Watch for more gore at the lift!



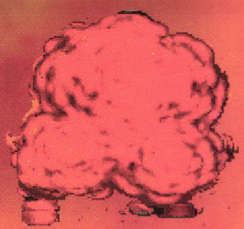
The corridor zones with the teleports at each end can tend to get horribly confusing; the best tactic is to backtrack if you're getting overrun, and switch to the Plasma Gun if all else fails!

Joy! The Plasma Gun has been located! However, it is guarded by the usual motley crew of half-witted demonic scum. Once killed, flick the switch, and turn back and then right through the open door...

Narrow corridors full of slime, no room to move and brown Imps ready to rip your entrails out! This must be the way to the Red and Yellow Keys! Collect the Blue key before entering this section.



Blue Key action, courtesy of this Cacodemon. Also watch for Lost Souls attacking from all directions, and once you've jumped onto the platform with the key on it, ready yourself for yet more Hell Knight carnage! Thankfully there's a mega-sphere to collect as well!

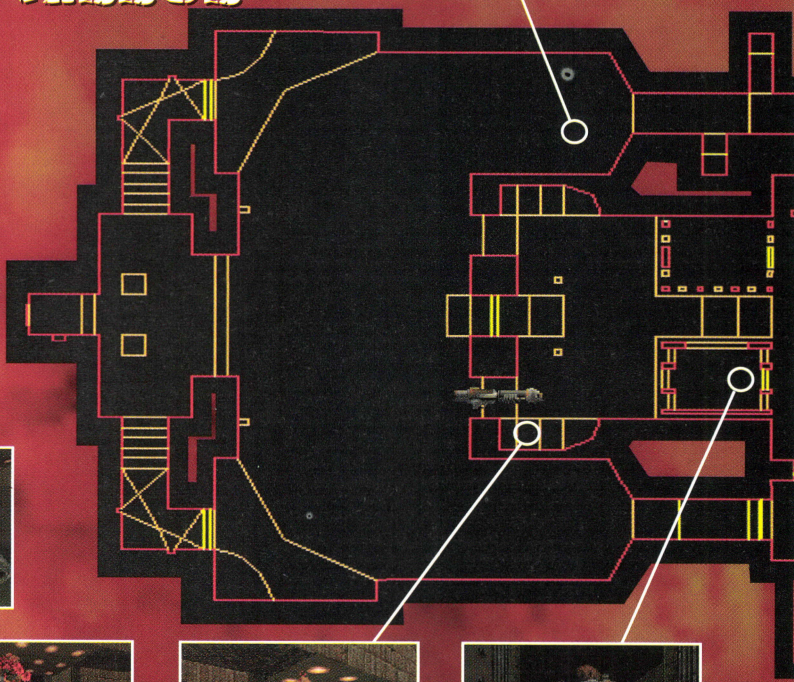


FINAL DOOM

ZONE 9: NESSUS

A blundering and weary trooper has no time to rest from this living Hell, as the hideous carnage continues with another symmetrical level, full of confusion, descending lifts and see-through walls. Be very careful in any area, as the monsters take no prisoners, and watch for those bloated Mancubuses; this is the only time they appear in the whole game!

Chief Hambleton in the house!! This is the real way to take down those fat flame-throwing Mancubuses; can you manage to punch one to death? Good work, soldier!

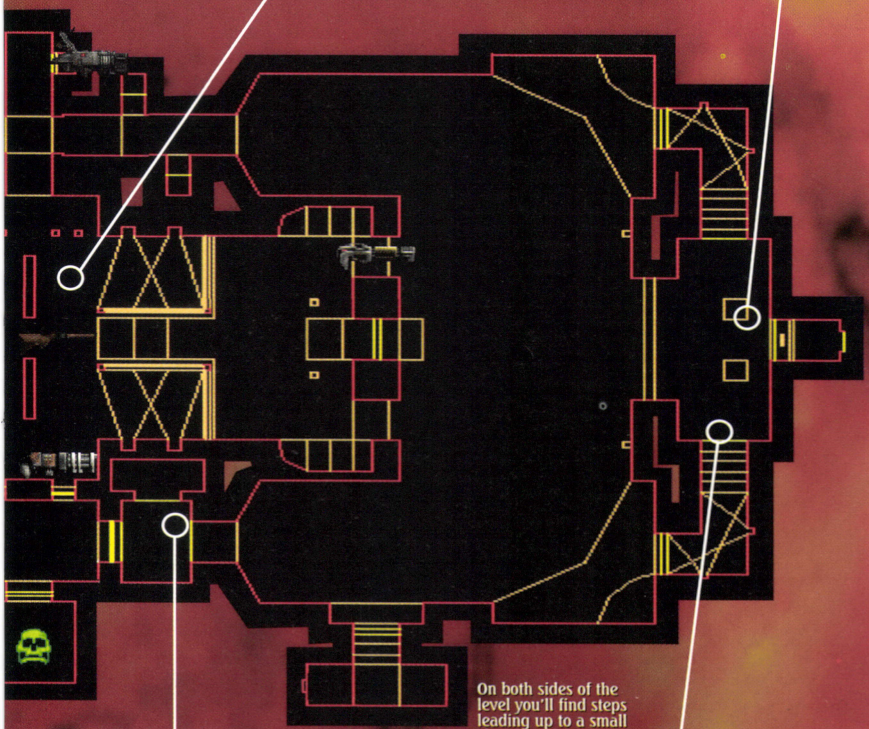


Patrolling the battlements are Imps and Chain-Gunners, both of which guard an interesting addition to your weapon collection. Be sure to escort them to the afterlife, preferably by using both barrels of your Shotgun! Now stroll on outside!

Small individual metal rooms house equipment power-ups, a couple of Chain-Gunners and this undead giant. You know the drill by now, and then wander Northwards to the similar room full of Imps. Here's where the blue armor is stored...

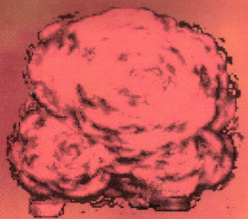
The main indoor arena is stocked full of death; apart from the usual array of soldiers and Chain-Gunners, watch out for the Revenants and their darned Homing Missiles; but be sure to check out the North wall; you can run through it, kill the hiding Revenant and leap for the mega-sphere and BFG!

Just when thought it was safe to exit the level.. comes a Revenant horde to stop you in your tracks! Make 'em stagger with the Chain-Gun!



The very beginning of the level offers you four possible routes, but the one to the East is definitely the most intense; the lift drops and you'll emerge next to a whole host of ravenous beasties! Be careful and employ rapid-fire ordinance or you'll be eating dust real quick! Check the partial invisibility and the berserk pack, then charge into the outside area for a spot of real cullin'!

On both sides of the level you'll find steps leading up to a small chamber of doom. Never have so many congregated in so small an area... sort 'em all out before they toast ya!



FINAL DOOM

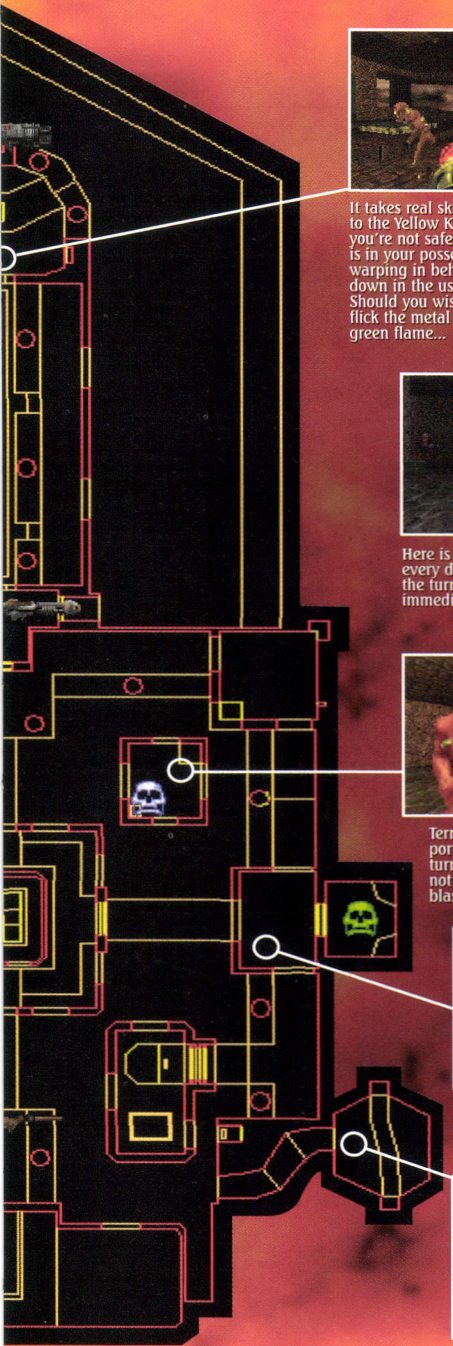
ZONE 10: PARADOX

More of a nightmare Paradox than a dream one, this level is built around a central fortress (complete with Shotgunners patrolling the battlements, a cunningly fiendish secret area or two and more teleporting entities than you've ever seen before! The sheer number of patrolling demons means you'll have your work cut out on this one just to stay alive, but one of the metal pillars holds a blue health sphere (check the map). Good luck once again, and watch yourself in the turrets!

Through the door with the Yellow Key and yet more bloodshed occurs! Again, this level has a load of teleporting soldiers warping in from elsewhere, so expect to be shot in the back at every turn! Once you've flicked this switch, you may now enter the three teleports in the central tower, and remember: each teleport takes you to a different turret...

Every corner of the main castle grounds holds Imps, Chain-Gunners and a whole load of even more powerful demons. Your best tactic here is to quietly creep about, rounding every corner and then letting rip with any weapon you can 'er, best not use the rocket launcher too maniacally, though).

"Hey, buddy, behind you!"
"Growwr!"
Dakka dakka dakka!
Splitch!

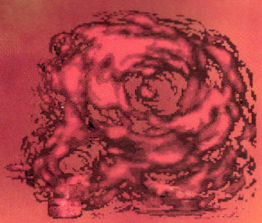


It takes real skill to fight your way to the Yellow Key, and even then, you're not safe! As soon as the key is in your possession, demons start warping in behind you, so take 'em down in the usual bloody manner. Should you wish to stroll outside, flick the metal section under the green flame...

Here is just some of the carnage you are capable of! You must kill every demonic foe on this level, and while you're at it, aim for those in the turrets that you can see. This'll prevent them from killing you immediately when you teleport there later in the level.

Terror in the turrets! As you can see, three types of Demons teleport in just as you pick up your key (Revenants appear in the other turret), and this is where things could go horribly wrong if you're not careful. With the Demons, back-pedal to the turret corner and blast 'em with the Chain-Gun. Be quick or be dead!

The starting chamber is serene and quiet, but as soon as you venture from this safe haven, Imps descend to gnaw at your bloodied corpse! You'd better not let that happen, marine, had you?



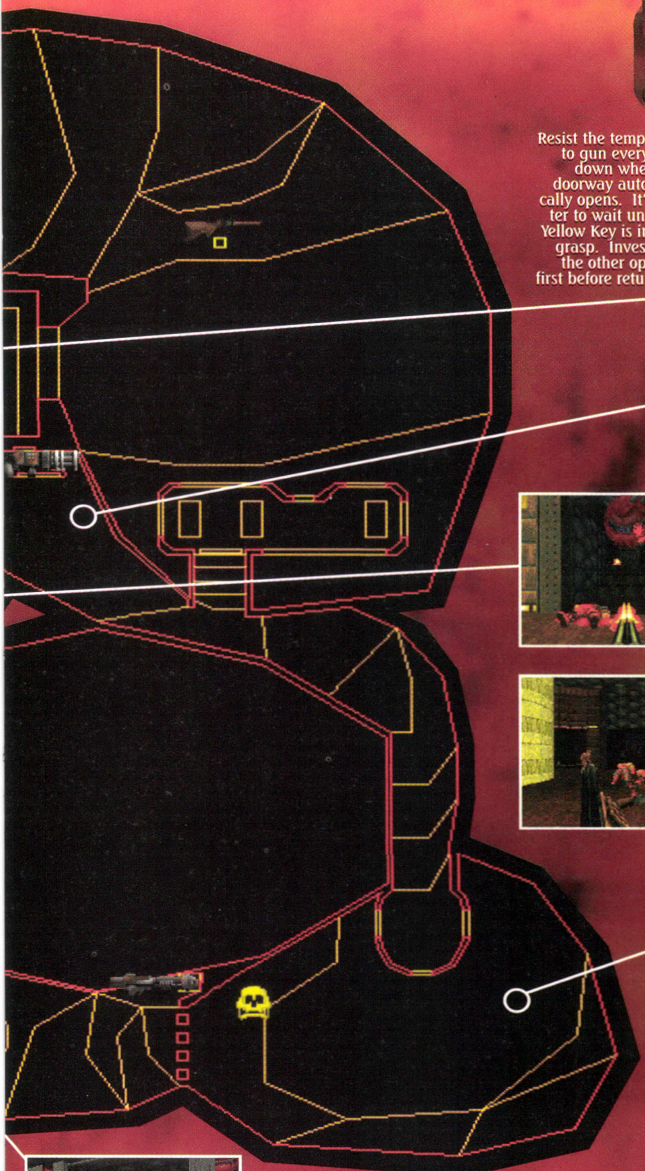
FINAL DOOM

ZONE II: SUBSPACE

Dark, foreboding and full of gloom, Subspace is the transition zone between the previous levels (which have been a piece of cake), and the final two deadly zones. Although quite short, this area is packed and features a couple of cunningly hidden puzzles and switches. One final point; you cannot get trapped anywhere in the level; there is always a way out to find. Are you up to it?

A green chamber full of nukeage, but only an Imp on guard (oh, and that Chain-Gunner). Should you fall into the radiation, there is a lift to find, but your main priority here is to flick that switch!

The initial starting position of this level is deceptively quiet, save only for the demonic howling of the soundtrack. Shoot either of the doors leading to the Red Key, collect it and you'll hear the sounds of ravenous hordes on the way. Lost Souls have located you and are homing in for the kill! There's at least half a dozen of these flaming skulls to deal with, and to avoid getting surrounded, the Chief recommends hugging the walls and shotgunning them all!



Resist the temptation to gun everything down when this doorway automatically opens. It's better to wait until the Yellow Key is in your grasp. Investigate the other opening first before returning.

The first real pitched battle takes place here and although tense, isn't any way near as life-threatening as the fights later in the level. Use those barrels of explosives to your advantage; always blow 'em away!

Gnarled trees and Hell Knights add an air of tension to proceedings. Remember that switch before you collect the Yellow Key!

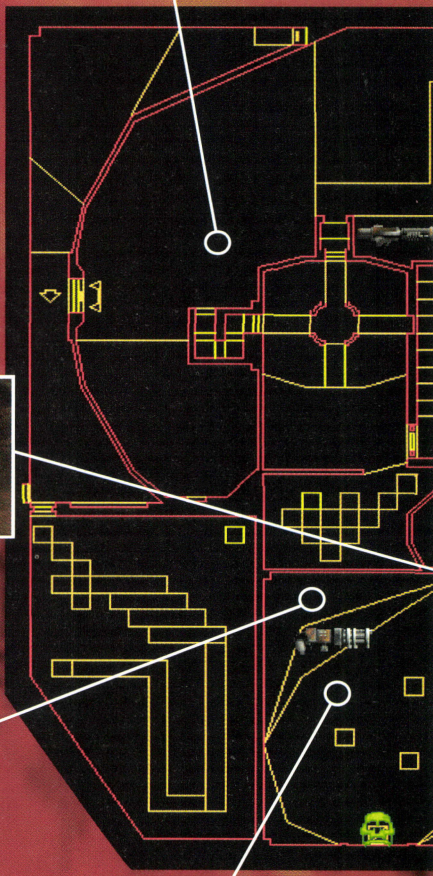
The last part of the level involves you returning to your initial starting point and taking the red door to the South. Once the hordes of Hades have been banished, slot in the Blue Key, turn East and race to the exit before the door closes.

FINAL DOOM

ZONE 12: SUBTERRA

What starts off as a simple matter of gunning down foes soon changes to a fight for your very existence, courtesy of a whole army of waiting Imps and some very toxic nukeage areas. Some pits can be climbed out of, but beware, soldier; a couple of places involve careful movement, and failure means instant death! You'll also have to power up to run the gauntlet through the final darkened rooms of slime...

This area leads to the yellow door and the end of the level. Here's where the action is problematic; darkened rooms with walkways (flick the light as soon as you open the blue door), and a dash through slime to the exit.



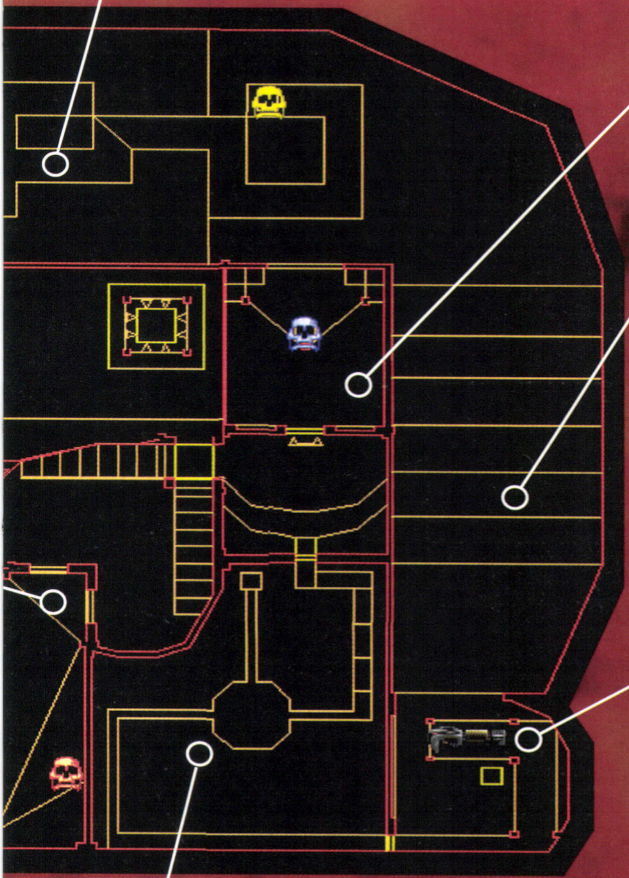
Just after those Imps on the ledges have met their end, a new menace emerges; the doors in the North East corner open to reveal yet more Hell Knights. The wide open area should cause you no difficulty, and any weapon is ripe for killin' these two!

Be careful when teleporting! After you've taken out the Knights, descend to the teleporting room and you'll glimpse a Revenant teleporting out. Here's where he ends up! The teleport has a ring of fire surrounding it, and I must stress the importance of not falling into the lava; there's no way to get out! After teleporting to one of two places (either the North West or South East ledge), collect the goodies (including a set of blue armor) and venture through to the room full of Revenants!

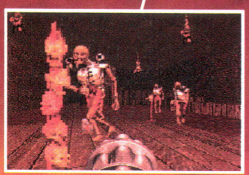
The start of this level has your marine ascending in an enclosed lift, with a brown mud courtyard of Imps to contend with! Those players lacking Shotgun ammunition will be happy here, and this weapon is also perfect for gunning these deviants!

Well on your way to collecting the Yellow Key, and you're faced with a caged Hell Knight. Not a little disgruntled, he'll fire green bolts like they were going out of fashion, and the tight ledge means little room to move. Stay away and rocket him from a distance, or take him down when you're on ground level.

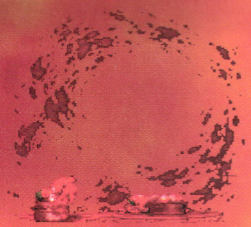
The main outside arena has a whole army of Imps to kill, but cunning players should already have culled them all in the room with the Plasma Gun. Now all you need to do is mop up the survivors and collect the Yellow Key... but watch for lurking nasties around every corner!



You must enter here before legging it through the other red door, as this is where a switch must be flipped. Cunning players may also like to massacre twenty Imps in one go; just face North and let rip with the BFG! Much better than facing them later, and the explosive carnage looks really cool!



The Chief declined to use the Invincibility in this room, but for any sane player, this power up comes highly recommended. Once powered up, your marine's eyes turn gold and the rocket launcher can be deployed at close range! Awesome!



FINAL DOOM

ZONE 13: VESPERAS

The final level is straight from Hell! This is your last obstacle between the Master Levels and TNT (where the action really starts to heat up!), and is by far the hardest of the lot, simply due to the huge number of monsters. A gung-ho attitude will get you killed in seconds: Better to creep and kill!

You're running for your very life in the final combat zone! Once you've checked out the demon wall, dispatch those tomato heads (using the Invincibility) and then wait for the Hell Knight contingent. Back to the blue door!

Perhaps the most difficult part of this level is obtaining the Yellow Key. First, dash over the molten lava, straight through to the West corner, then turn around and run into the lava, collect the Rad suit and gun down the assembled masses. Then teleport, edge round to the South and claim the key, along with a juicy mega-sphere!

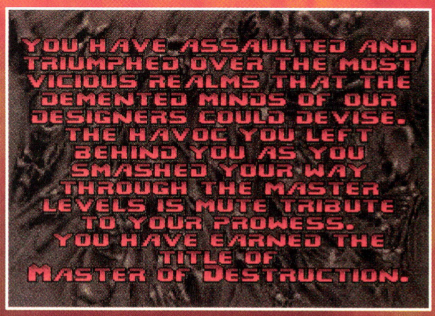
A maze of corridors, a load of secret hatchways and the usual band of hapless demonic individuals. Time for the final blast-fest!

Your starting position holds all manner of juicy items hidden behind the gargoyle faces. Find 'em all; you'll need 'em! Watch for Demons teleporting behind ya; there's more to follow!

You'll soon be in a world of pain when you enter this corner of the building. Once up the stairs, a whole new section opens to reveal the Imp and Hell Knight crew. Take 'em all down but watch for more appearing! After the fight, be sure to stock up on the extra blue health sphere!

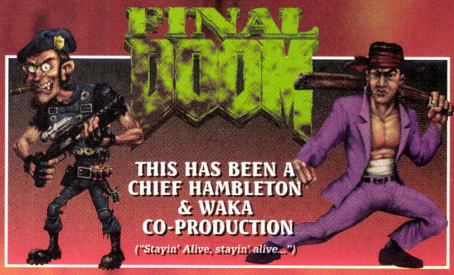
More quick and stealthy running is needed to avoid the mass of demonic activity in this sector. All the metal poles can be opened, but watch for opening doors and hidden troopers everywhere...

The sprawling exterior grounds of the combat zone are relatively safe, at least compared to the rest of the level. On your initial entry, watch for a mass of gibbering and teleporting entities, and of course, those tomato beasts find time to appear when you enter a certain section...



TNT Entrance to the Doomgate: Chief Hambleton Debriefing ceremony

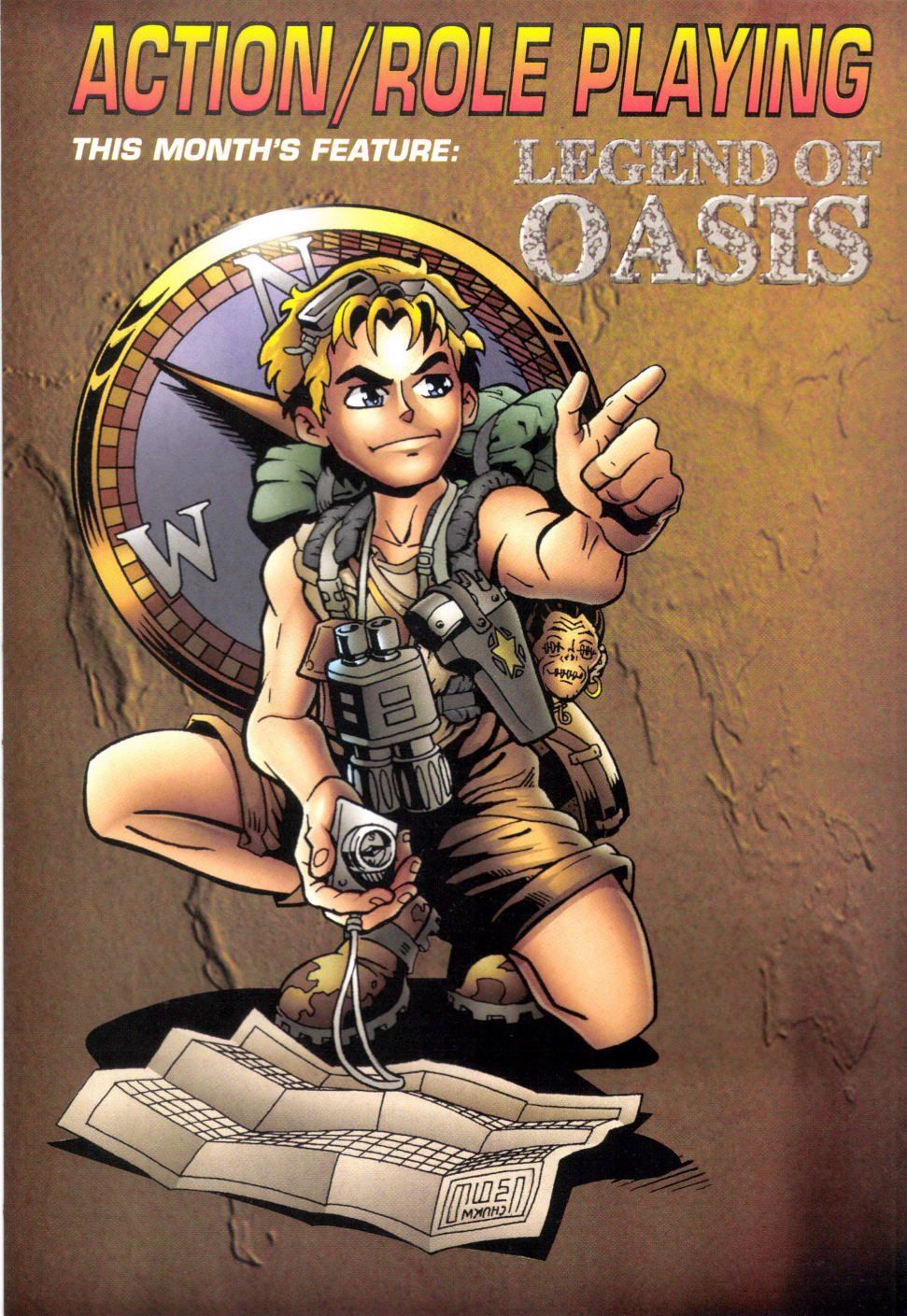
"Whoa, there marine! I sure didn't expect to hear from you again! So how was it for ya? Yeah, that glazed expression sez it all; those gosh-darned mutations won't be bothering Outpost VII again! What's that ya say, soldier? Ya want more blood? Shucks, a marine after my own heart! Well, tell ya what; I've just received additional information from Gamma quadrant; they're dying like flies from another demonic strike force, and they need a combat specialist with your scant regard for life! Are you up to the job? I thought as much! Well, this little job, which I've code-named "Operation Decapitate Hellspawn" will take ya through the TNT complex, and despite the fact you'll probably be ravaged into small squishy pieces, I've already penciled ya in for the later Plutonium levels as well. Sadly, I've no further information regarding what hideous denizens lie in wait, ready to rip you limb from limb, but I'm sure you'll survive! This is the Chief, signing off..."



ACTION/ROLE PLAYING

THIS MONTH'S FEATURE:

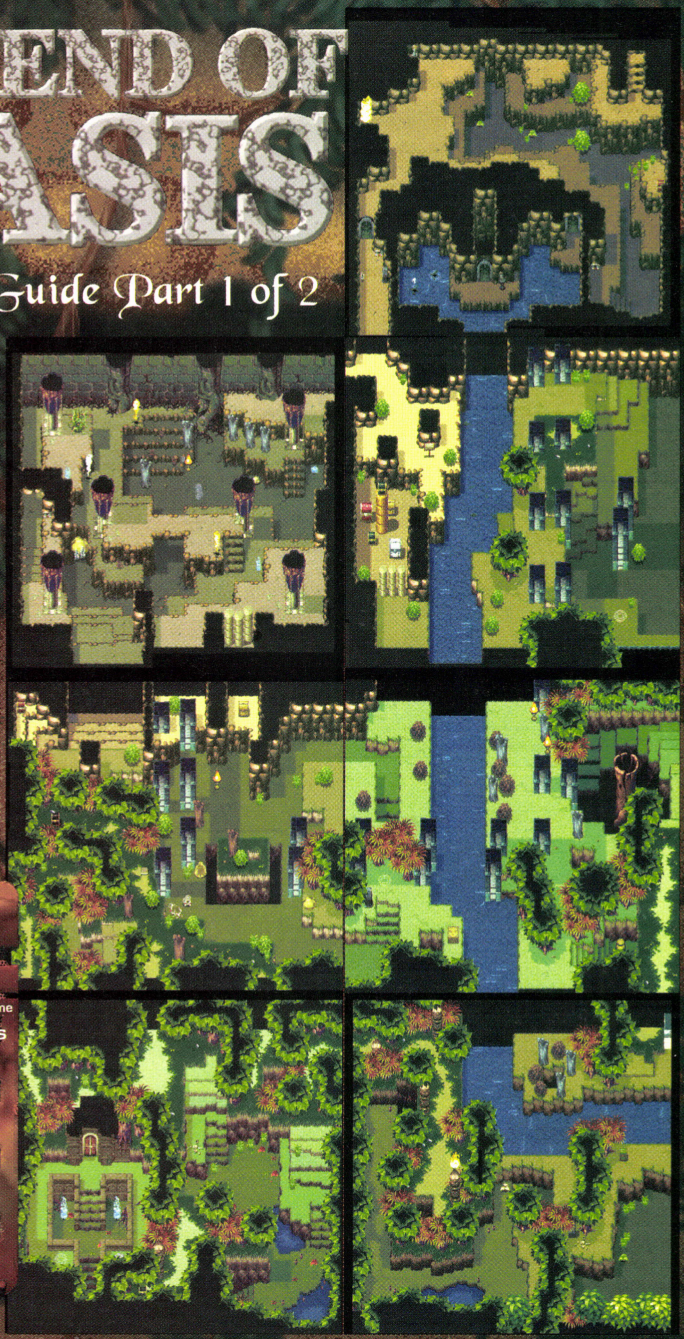
LEGEND OF OASIS



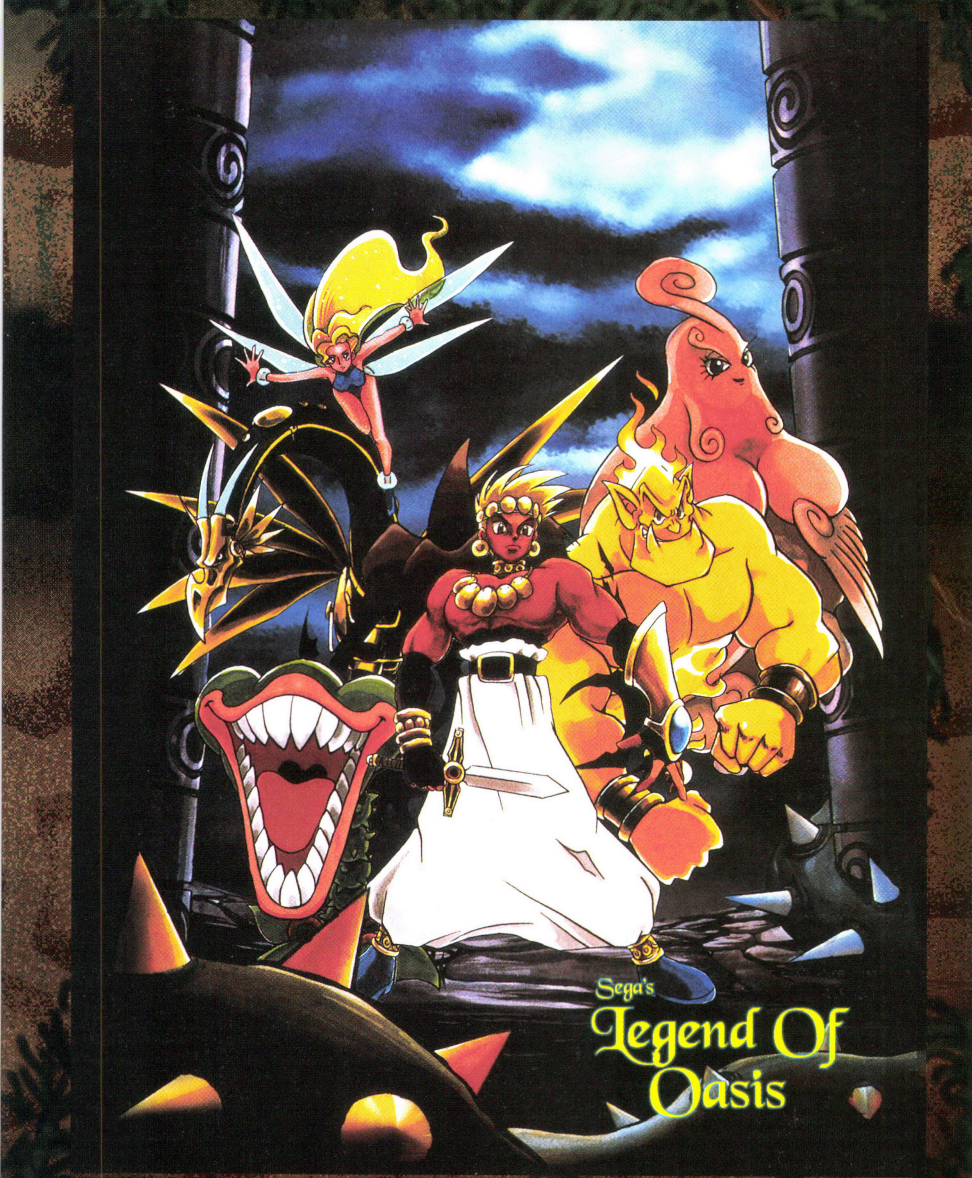
LEGEND OF OASIS

Strategy Guide Part 1 of 2

If any game needs a strategy guide, it's definitely this one. So, please join me on a guided tour of LoO's first five elemental shrines. Next issue we'll take a walk through the Air Shrine, two final dungeons, two secret rat caves, and reveal the location of all 72 scrolls and gems.



Action/RPG
Legend of Oasis
p.139
p.142
p.145
p.154
p.162



The blue boxes are used for general tips that will help you beat the dungeon.

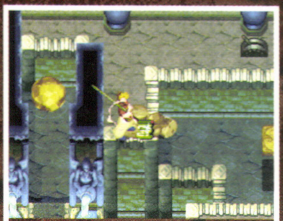
The white boxes are for things you can't do yet, things you'll need to come back and accomplish once you get a later elemental, or weapon.

Water Shrine

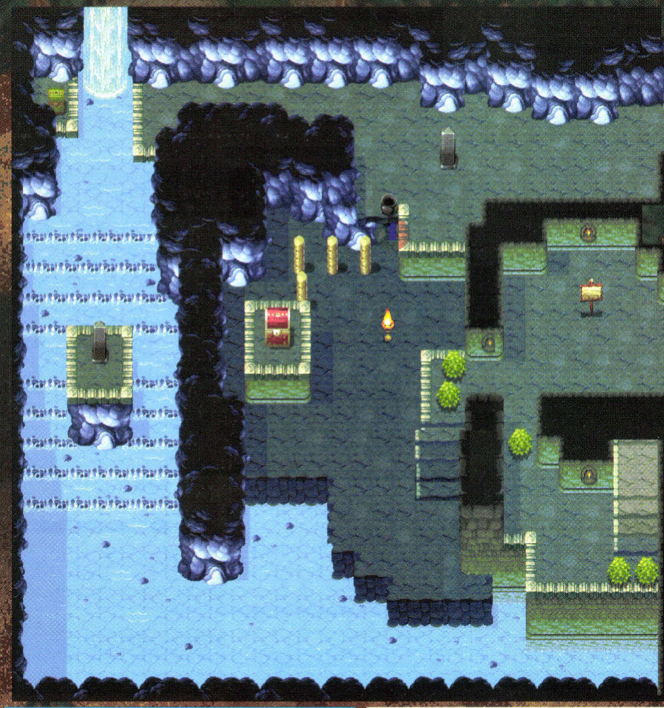
Find Dytto and begin your quest!

1 These levers can only be pulled by Shade. It opens up a shortcut into the last map of Shade's stage.

2 First, push the boulder up to the ledge so you can use it as a step...



3 Once you have the sword and the Power of Earth (green), destroy this pillar for another Earth Scroll.



1 If you can't quite get the hang of Oasis' tricky jumps, push the pot up near the ledge so if you trip on your way to the treasure chest, you can get right back up without having to go through the whole loop again.

3 You'll have to come back here with Brass to get the hidden Emerald. His sonic blasts can make short work of any crystal.

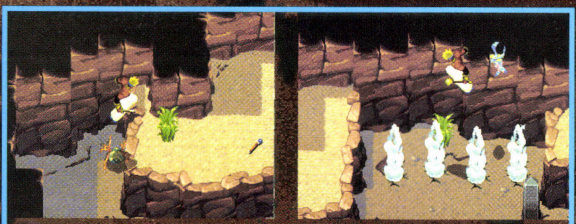
2 4 The trick here is to use your bow to hit the switches you can't otherwise reach. Of course, you can also just kick the one on the left.

5 There are two ways to get up here... One is to smash the rock with the sword + Power of Earth (green), and then jump up on the robot. The other is to just freeze an enemy with Dytto and jump for it. Of course, neither of them will do you any good if you don't have Shade, 'cause only he can kill the green pixel-beast.

6 Don't miss the goodies up here. First, nail the bushes and the lever beneath. Now head on up and get the Scroll of Sound. Equip your bow and charge up on the shiny yellow thing. Now, to get to the other side, you'll need to freeze one of the water spouts with Dytto (while it's still low), then use it to get up on the other side. Now shoot through the metal wall with your super bow and pick up another scroll.

Fire Shrine

Another relatively simple one. Don't worry, though, things'll get intense soon enough...



1 First order of business is to grab that blue rod... You'll need it to progress any further. I think you're supposed to freeze all the water spouts (including the little ones) and hop across, but it's a lot easier to just jump on a bug's back and leap up from there.

2 With the wand and the Power of Water (blue), you can communicate with certain skeletons, starting with this one. Too bad they don't have much to say...

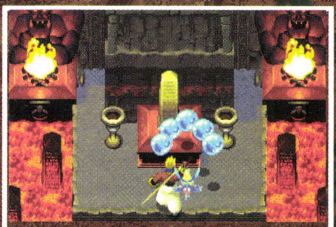
3 The only way to get the scroll in this chest is to come in through Brass' dungeon, later on.

4 To get the chest on the tree, use the ball as a step onto the cliff. Reduce the tree to splinters with your rod (forward, back, forward + attack) and the Aquamarine will be yours... That's +1 level for Dytto.

5 Crawl through the crack on the left (hold down R) and then take a flying leap over to the switch. Step on it once, and you're on your way.

6 You can avoid these annoying lava pit jumps by taking the long route. Just jump up to where the magic seal is, then go east and around. Make sure you pick up Dytto so you can do away with those flames.

1 Use the ball to get up on this platform here, and then make a flying leap northward to get the key, hidden in the tree. Try to keep your distance from the mimic black chest.



Back for More?

Now that you have Dytto, there's a little trick you can do to fight any boss over again. Just enter their room, blow out the torches, then exit and come back. Now that they're free from their seal, it's time for round 2...

2 Have Dytto put out these flames to open the door.

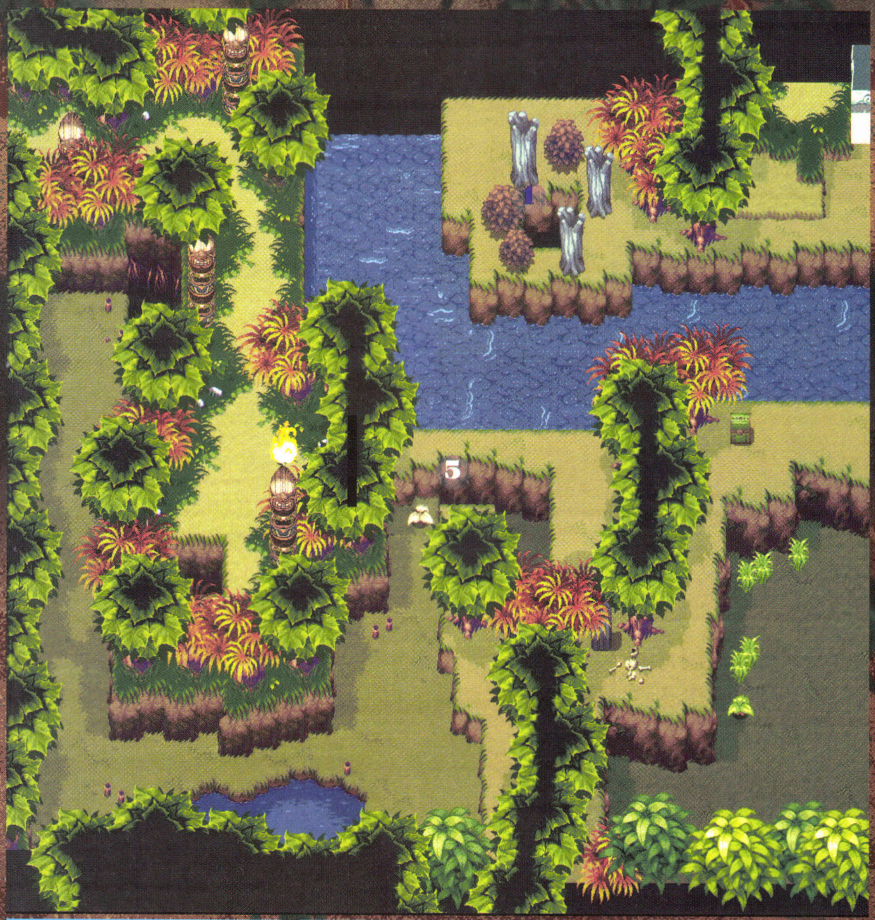
Earth Shrine

Bawu's underground dungeon won't coddle you like Dytto's and Efreet's did. This is where the true challenge begins...

Underground

The Surface

Use this handy-dandy, teeny-tiny guide to guide you through the many pits and staircases in Bawu's/ Lair. The numbers are pretty much in the order you'll need to take.



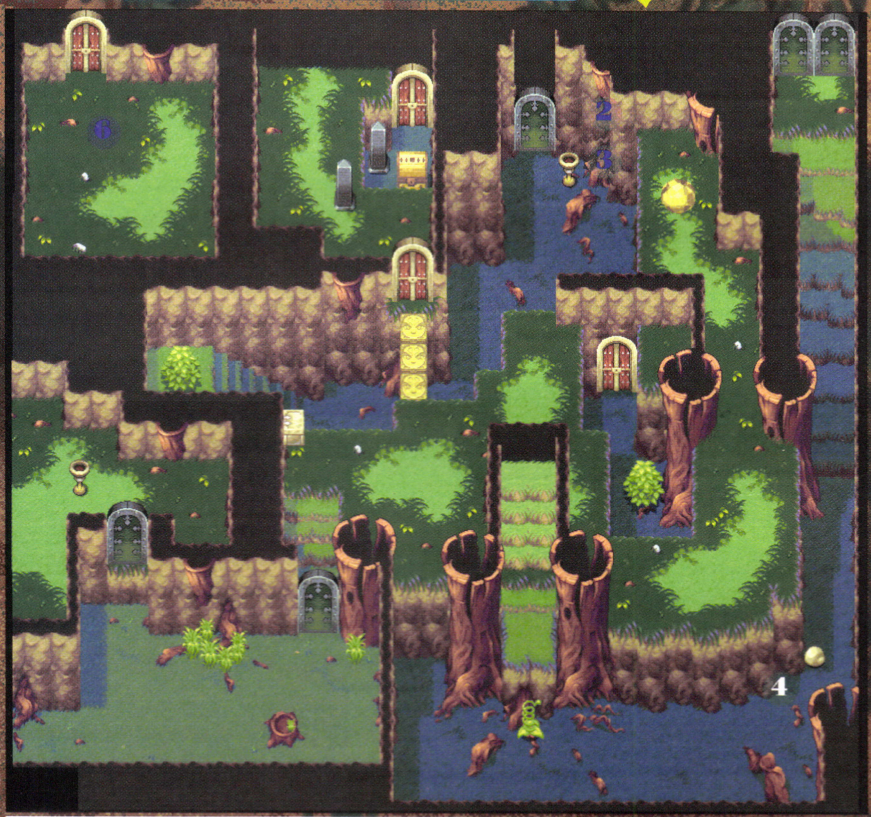
2 Use Efreet's fire blast to light this torch here, and open the first door.

3 Once through the door, do the same to this torch (pictured on page 148).

4 If you have the sword and the Power of Earth, destroying the small rock will make a staircase to the Scroll of Sound for you.

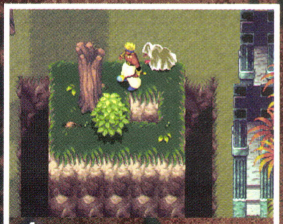
1 This is where the fun begins... Make sure you've got full health, full spirit power, and Efreet in tow.

Map 1-2
Earth Shrine



5 This shortcut can save you some time, but it will require you come back when you have the wand and Power of Water. First, use the wand to revive the skeleton southwest of Aquaria. He'll open the path for you. Dytto's power can then revive the dead sprout, and the wand can make it bloom.

6 You'll have to kill the spider and all of its spawn to open up this door.



1 You can ignore this route for now... It leads into Shade's dungeon. Both of the holes pictured above ultimately lead back here.

2 First, grab the key buried among these weeds...

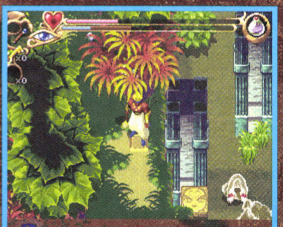
3 Now head through that southern door and pick up your first Scroll of Purification (Water).

4 Use the charged wand to revive this skeleton, and he'll show you a shortcut back into the main part of the dungeon.

5 Don't miss the scroll up here! Now you'll have six shots, each of which can kill any number of ghosts or zombies instantly.

6 Circle around and touch this item... It will expand into a bridge that you can use for the rest of the game.

1 Loop around to get up on the cliff to where this boulder is. Give it a little love tap over the edge and a key is yours.



2 You'll need to come in from the south to get to the southwest portion of the map. Once you do, hit this switch and a platform will descend, making the trip easier next time.

3 Don't worry about this thing, it's just here so you'll have a way to summon Brass later in the game. An electric charge much later in the game can open it, though.

Map 5-6
Earth Shrine

4 You don't need to worry about this one yet. When you are able to reach the center square, after you get Airl, it'll take you down to the Blue Cube in Shade's dungeon.

5 6 There's a red potion in the treasure chest in the Northwest corner, and it will always come back if you leave the map and then return. But even better than the red potion (refills health) is the elixir, which refills both health and spirit power. You can pick one of these up by killing this mimic treasure chest.

1 Have Dytto extinguish some of the fire spouts to uncover a Power of Water charge-up spot.

2 Bring your charged wand up here, and revive this skeleton. He'll make a moving platform for you that'll take you to a hidden Aquamarine.

3 Now that you've looped to the northwest corner of Map 1, you're almost there. This hole is your route into the elevated area of the last map.

Don't miss this key! Refer to Bawu page 1 for the right drop spot.

Map 7-8
Earth Shrine

4 Before moving on to the last map, have Efreet light this torch in Map 6 and make another shortcut for later on.

5 When you see the sign telling you to head south, make a blind long jump downward and the sword will be yours.

6 Push this pot as far down as you can without it falling, then use it to make a long jump back to the elevated area. Unlock that final door, and the boss awaits...

Shrine of Sound

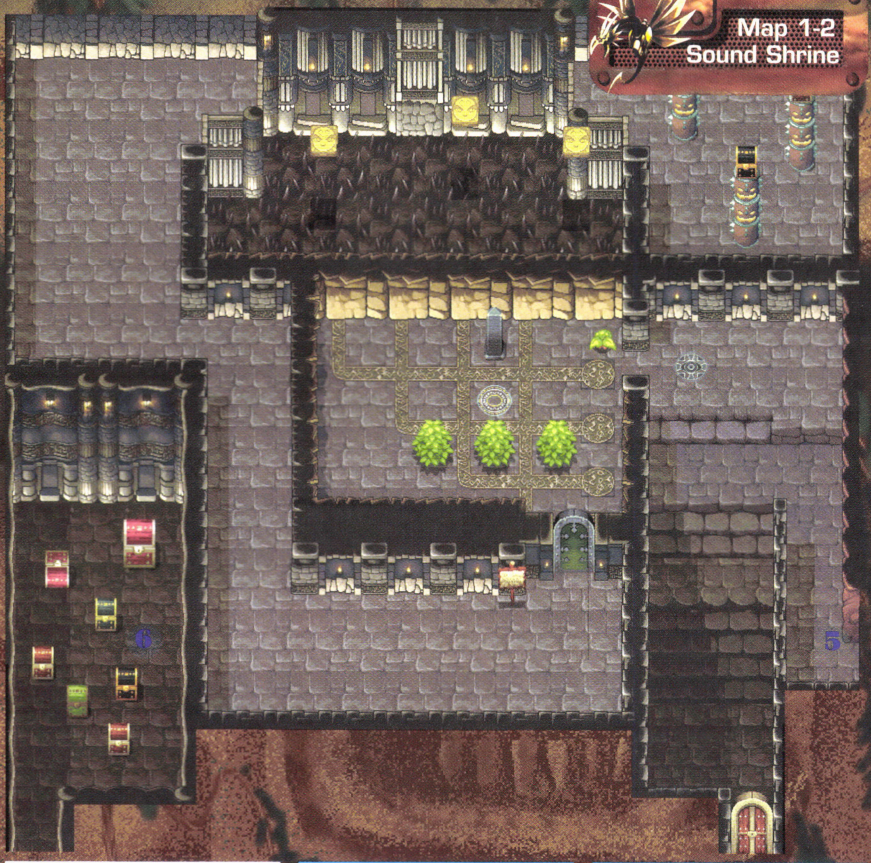
Get back to the basics in Brass' homeland.

1 Come back to the colosseum when you get Bawu, and he'll gladly take care of the giant ball that's blocking your path.

2 You'll need the red cube to open the door. If you don't have it, go back to Aquaria, then heal Myra, talk to her, talk to the Village Elder, then talk to Myra again.

3 There isn't anything you need up in the colosseum seats, but if you want to explore, you can get up there by jumping off of one of your enemies' heads.

Map 1-2
Sound Shrine



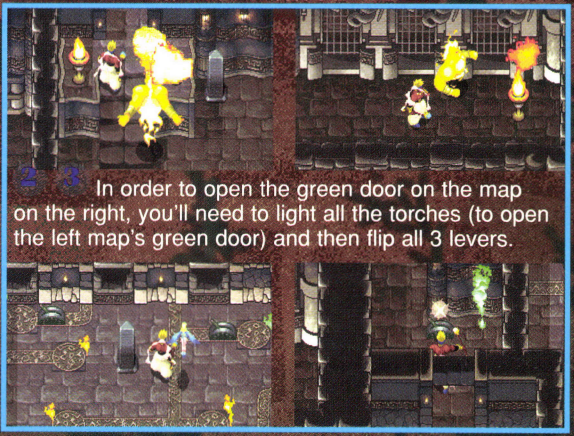
4 When you have the Power of Earth (green) on your sword, break these pillars for a diamond. Now Brass is level 2.

5 This route will take you back into the Shrine of Fire, where you can finally get that Scroll of Sound.

6 There are lots of mimics among these chests, but it's easy enough to grab the wand and then run. Of course, if you don't have an elixir, you can get one by killing the big red mimic.

This is a staircase. That may seem pretty obvious to you, but it sure didn't look like one to me, and I was stuck here for about a month. Just wanted to make sure no one else made that mistake...

1 You can use Dytto to cure these dead plants with her regular heal spells. You might have to go all the way back to Efreet's to get her, though.



2 3 In order to open the green door on the map on the right, you'll need to light all the torches (to open the left map's green door) and then flip all 3 levers.

Map 3-4
Sound Shrine

4 It's a trap! But don't worry... See the little water drop falling near the right lever? Lure the fireballs away, then hit that water drop at just the right time to summon Dytto...

5 Kill all of the guards to uncover this floating spiked ball...

6 Now using your sword or short sword, bat the ball into the pillars (be careful not to get hit yourself!), and you'll be through to the treasure chests (and the next floor) in no time.

This pillar contains a Scroll of Purification (Water).

1 One of Bawu's abilities is to dig into cracks on the ground, so whenever you see one, like the two on this screen, give him a whistle. Both turn into water spouts, opening the door.

2 Smashing the three stones will open up the door to the bombs. To break each of them, just drop something heavy on 'em.

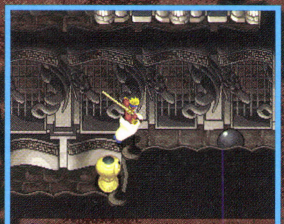
3 Toss a well-aimed bomb onto this square to make the chest appear. It contains yet another Scroll of Sound.

Map 5-6
Sound Shrine

4 The first of many bombable doors. Just plant one by the switch, and run for it.

6 Keep bouncing that spiked ball until you get up here... The top pillar contains a key, and the bottom one has an aquamarine.

5 Just to cheat a bit, try this technique to make jumps you normally couldn't. The blast will push you onto the ledge!



1 You have two tasks on this map: to turn on all of the light switches, and push the steel balls off of all the floor switches. To get at this floor switch, activate the robot and jump off him.

2 It's pretty hard to get the ball off of this corner switch, so just have Bawu eat it. He won't mind.

3 Knock all of the wisps out of the bushes, and then just wait for two of them to hit the light switch with their electrical charges.

Map 7-8
Sound Shrine

(another bomb door)

4 Before you do anything in this map, push the steel ball through the hole, then use that to get up on the platform with the guards. Hit the red switch and watch the fun.

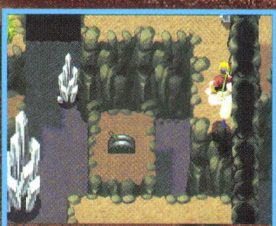
5 This robot changes his direction 90 degrees clockwise every time you hit him. If you can get him to break the gold robot-like thingy, you'll get another Scroll of Sound.

6 Flip the switches into the patterns indicated by the obelisks to open the way to the boss. If you forgot, the pattern is: (levers facing) (1) right, left, left; (2) left, right, left; (3) left, right, right.

Shrine of Darkness

Though not overly complex, Shade's 10-map dungeon is a true endurance test.

1 Back in the Shrine of Earth, it's time to use Brass' most powerful attack (hold down A, then release) to shatter the giant golden crystal blocking your way.



2 Flip this switch with an arrow or jump kick to open the door. Then leap across the expanse to get to the northern map.

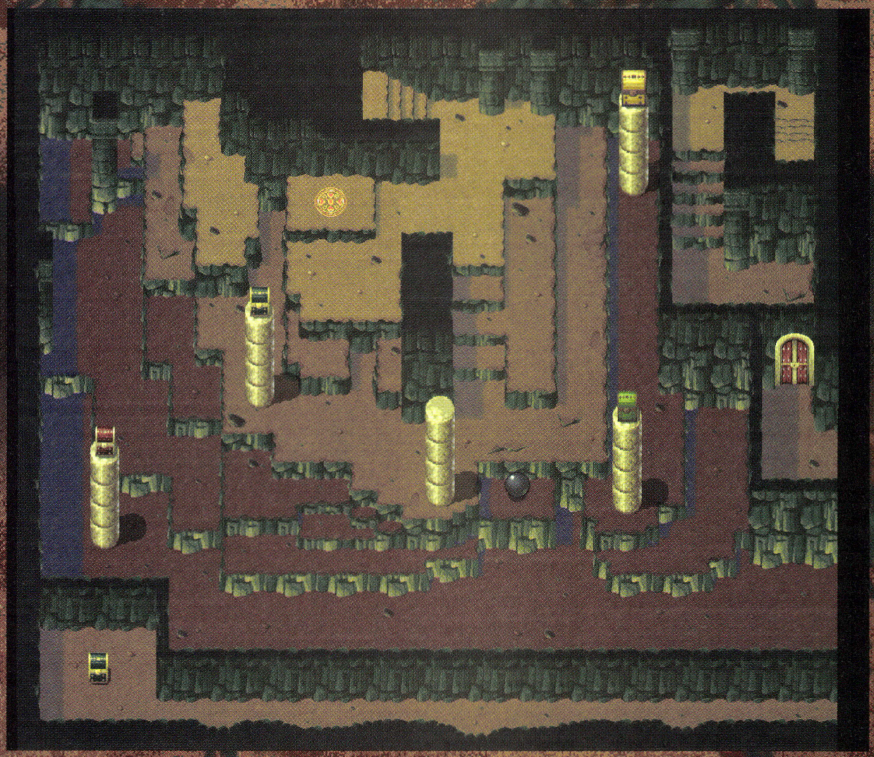
3 Rather than the tricky jumps these pillars require, I prefer using a well-timed bomb jump to get up this ledge.

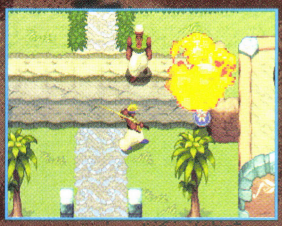
Map 1-2
Darkness Shrine

4 Once again, you'll have to use these conveniently placed boulders to smash the two small rocks to activate the platforms.

5 Don't forget to head down this detour. It's a long path, but it'll take you to a key and an Earth Scroll.

6 With the Power of Earth, you can now smash even these huge pillars, not to mention the little rocks mentioned in point 4.





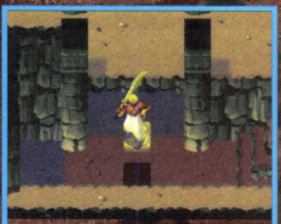
Everything on this map is pretty self-explanatory, so let's take this space to have some fun. Next time you're in Aquaria, try to land one of your bombs directly on the head of that freaky little girl who's always running around. You'll need to get it exact, though, and it takes timing.

Got it? Now watch the fun begin. Not only is this amusing, but it also teaches us a valuable lesson about why we shouldn't place bombs on the heads of small children (especially girls). Thank you, Sega, for making us laugh *and* learn.

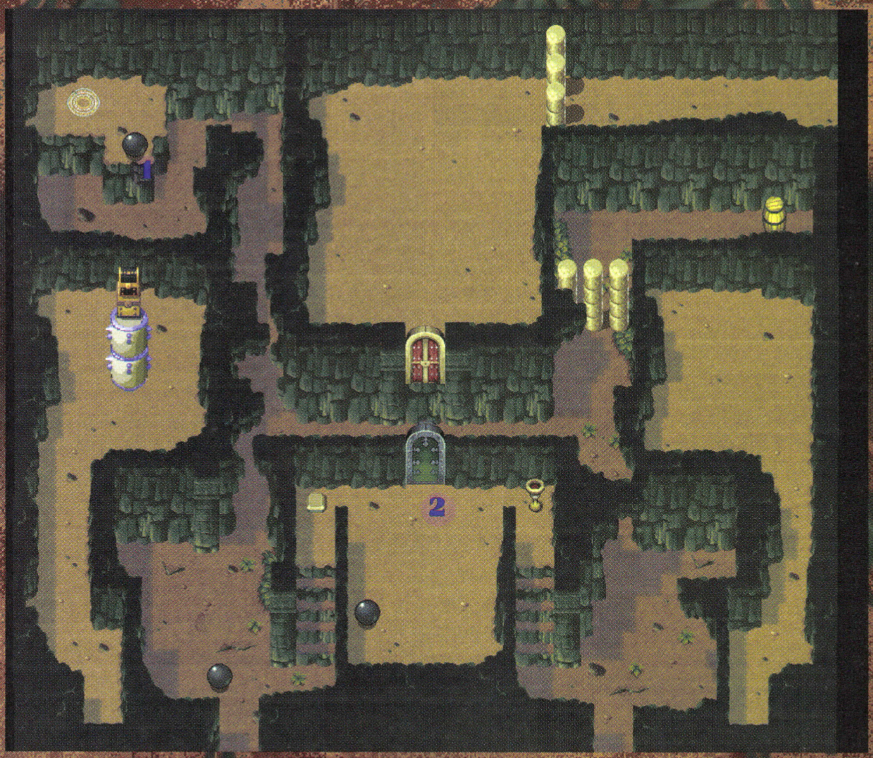
Map 3-4
Darkness Shrine

1 You'll have to kill all of these guys to open the door. Fortunately, your Earth-charged sword cuts through bone as easily as it does rock.

2 Kick the lever to start the platform going, and head north for a key and the level 2 Short Sword.



3 Don't forget to use the platform to head south also. You'll need to get up on that thin ledge to get the chest at the bottom of the map.



1 Use a bomb or two to knock this metal ball over the edge. Now you can use the save spot.

2 Push the ball onto the floor switch, then light the torch to open the doors and face two mini-bosses. A neat little trick to summon Efreet is to throw a bomb and summon him from the resultant explosion (of course, you can always just light the torch with a bomb, but this way's just cooler). Anyway, it's good to keep Efreet around 'cause he can make very short work of the mini-bosses.

Map 5-6
Darkness Shrine

3 You'll have to perform a variety of tasks to get these platforms moving, but once you do, you'll be able to go anywhere on the map. Start the first two by lighting the torches, then hit the grey switch in the northern part, and jump on the platform just to the left of that to activate that one.

4 This hole is your ultimate destination.

1 So where the heck are you supposed to charge up your sword? The energy sphere is lurking here, under a crack. Bawu will happily dig it out for you.

2 And now that you're charged, hit this rock to open the door, and the one south of it to get the platforms moving.

3 Have Efreet torch this tree so you can charge your Wand beneath... You'll need it to kill the zombies. And make sure you bring him along, too.

Map 7-8
Darkness Shrine

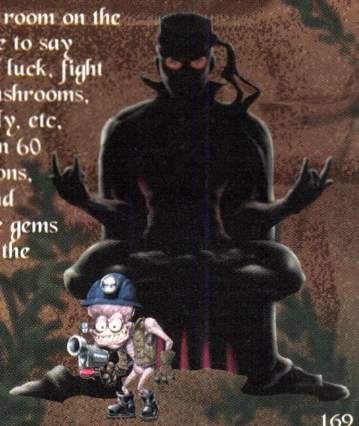
4 (See map next page) You did bring Efreet, right? Now you can melt the ice in the upper right hand corner of the first room, and use that to summon Dytto. She'll kill this guy for you easily.

Looks like I'm out of room on the next page, so I'll have to say goodbye here... Good luck, fight hard, don't eat the mushrooms, save often, floss nightly, etc, etc, and I'll see you in 60 with the last 3 dungeons, the 2 hidden maps, and the locations of all the gems and scrolls lurking in the overworld.

'Til then,

-Takuhi

(with some, small, relatively insignificant help from Orion)



See previous page, point 4.

1 Summon Brass from the partitions that rise up to lock you in this room, and use his powers to waste this guy.

2 You'll need to use the white robot to activate the blue robot to flip this switch.

3 Run here and summon Brass. His Shock Wave will temporarily weaken the giant wisps.

Map 9-10
Darkness Shrine

4 When you get here, make a long blind jump southward to progress.

5 This one takes planning. Make sure the white robot is facing down, then step on the button. You'll have to hit each robot at just the right time to turn them 90 degrees.

6 Once again, Brass' shock waves are very strong against these creatures.

THE FORGOTTEN GENRE SEES ITS FIRST NOTABLE GAME IN YEARS... BUT DO ARCADE-GOERS WANT IT?

CROWDS FLOCKED TO A LESS-THAN-AWESOME THIRD THEATRICAL PRESENTATION OF BATMAN, A CHARACTER WHO, ABOVE ALL OTHERS FROM THE WORLD OF COMICS (THE X-MEN HAVE YET TO ENJOY SUCH GLOBAL EXPOSURE), HAS ENJOYED A NOTABLE RESURGENCE. BATMAN, IT WOULD SEEM, IS NOW MIRED IN OUR CULTURE FOREVER. HEY... BATMAN... FOREVER. THE X-MEN CONTINUE TO ATTRACT HUGE AUDIENCES AT THE ARCADES, BUT OF COURSE, THEY STAR IN A CAPCOM FIGHTER, NOT AN ACCLAIM SIDE SCROLLER... BIG DIFFERENCE.

A
ARCADE
TITAN
FORMAT

By E. Storm

Completion Time
40 min.

DEVELOPER
Iguana

PUBLISHER
Acclaim

DIFFICULTY
Adjustable

Suffice it to say, for our first Arcade coverage our choice of *Batman* may seem peculiar. But chances are you've seen, and played, all of the current fighters out there, but perhaps never dropped a quarter into the beat-'em-up in the corner. We'll bring you every fighter from here to eternity, but in the interest of diversity, we'll start by showing you what *Batman Forever Arcade* has, and at the same time give home users a look at what they'll be playing very shortly. A near-exact Saturn translation (BF arcade is on Sega's Titan hardware) is finished and on its way to stores now.

With BFA you won't find a game bursting with diversity and complexity, but you will find an arcade beat-'em-up with some blazing effects and interesting play schemes.

Not to say that BFA isn't an all out button assaulting

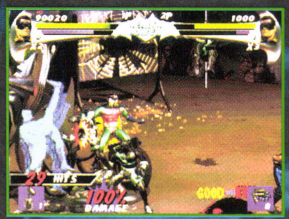
HOLO MODE

BABY MODE

FRENZY MODE

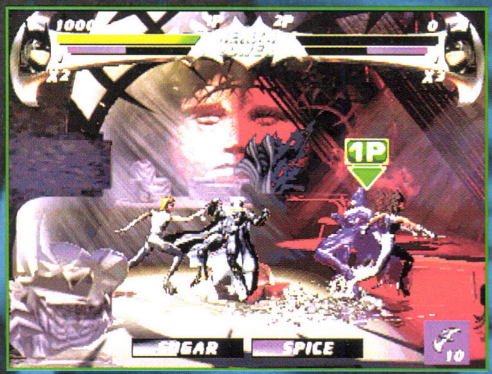
GRAPPLING

VR MODE



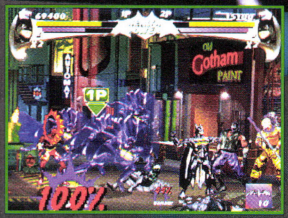
COMBO

fighter, because it is. What strategy there is, is used almost automatically, collect enough Batman icons and suddenly, you're transformed. The action literally never stops. Different modes you can obtain include Holo-Mode, where you break into many holographic images, VR Mode, which renders all enemies motionless in a green state of freeze, Baby Mode, both heroes shrink into pint-sized caped crusaders, and Frenzy Mode, which, er, well, puts you in a frenzy.

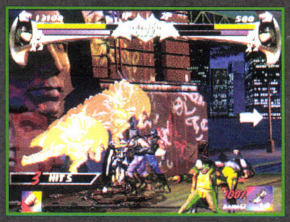


All of the specials are accompanied by spectacular effects. In fact the whole game from beginning to end is mind numbingly colored and packed with transparencies, explosions, scaling mayhem, and rendered bad guys galore. To beat BFA start to finish will run you in the neighborhood of five bucks and take roughly just over half an hour. So, is it fun? Well, yes and no. It's a gas the first time through just to see the many rendered objects, bosses, hot backgrounds and finally, the Joker himself.

The odds you'll play it again however are slim. Of course this may not be the case with the home version. I could see trying to do it on just a few continues and really get into the meat of the game at home on the living room floor.



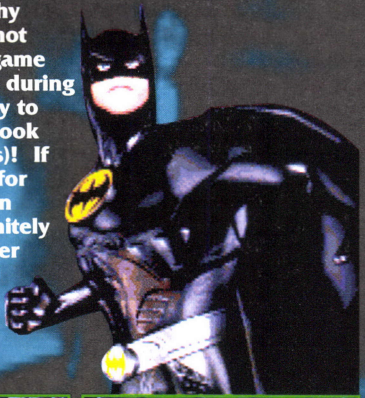
ROBIN, WHERE ARE THE KEYS?

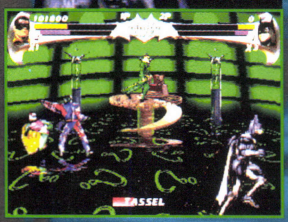


Arcade
Batman Forever

But standing in the arcade with a bucket of quarters... I don't think so. It's easy to see why certain arcade fighting series' will never die, nor will great racers.

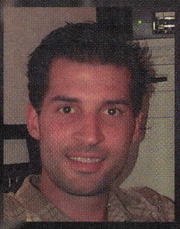
These are games you can play all day, or better yet, all year, the dividend being the ability to stand at the controls for hours pummeling rookie after rookie and savoring those close battles against worthy opponents. BFA is not one of those but a game that warrants a look during a break, on your way to the drink machine (look ma, no brand names)! If you hit the arcades for something other than fighters, BFA is definitely recommended. Either way, The Saturn will likely be *Batman Forever*'s ultimate destination and rightful home.





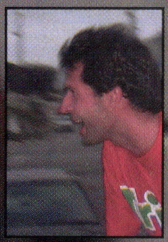
FINISH THE JOKER AND TWO FACE EMERGES... FROM THE SEA?

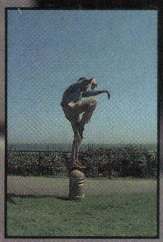
Dev. Com.



David Perry has been involved in the video game revolution of some of the cartoon world's biggest stars including 'Teenage Mutant Hero Turtles' (for the Sinclair Special, a long story we'll delve into in a future issue), 7-UP's 'Cool Spot,' Disney's 'Aladdin', and the quirky, spineless super-hero, 'Earthworm Jim.' In the video game/toys/Saturday morning TV show world, Shiny Entertainment stands strong. In fact, Perry's story sounds like the American Dream, except for the fact that he's Irish. *(Bio cont'd. on pg. 183)*

THE WILD WORLD OF SHINY ENT., THE MAKING OF WILD 9'S, AND AN INTERVIEW WITH DAVID PERRY.

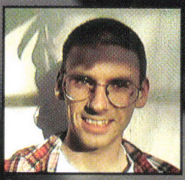




Unhappy with today's racers, DP takes to the streets for some real-time 3D. Hey Dave, if you hit a rock, you'll experience real-time road rash.

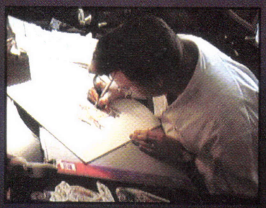
Public relations, anyone?

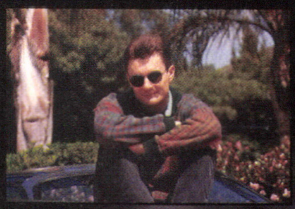
It's Dan Tanna!



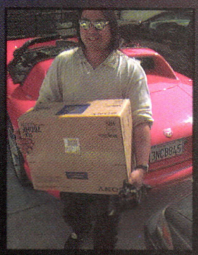
Lemme at that N64. I'll make it sing!! *-Nick*

Apparently, Shiny spend much of their time snapping photos and stopping Laguna traffic on their Jet Scooter. It's a tough life. When they get down to business however, watch out! Shiny games are *events*.





"Turn right here, and you'll see the sign: Pizza Burger!"



ES: **Explain the pros and cons of Developing on the PlayStation vs. the Nintendo 64.**

DP: **The PlayStation is much cheaper to develop on because you can use regular PCs with it. The Nintendo uses expensive Silicon Graphics computers which are really overkill for the job. Silicon Graphics are really intended for making movies, commercials etc... Small sprites and polygons barely make use of its prowess. The only people that seem to really push it are the FMV developers who focus on forcing gamers to watch boring movies instead of playing games.**

The PlayStation is easier to design for because it has much more storage space. 8 Megabytes on N64 cartridge vs. 640 Megabytes on PS CD. Which would you prefer?! I believe the bulky drive will be between 64 and 100 megabytes. That would be a lot better. The Nintendo 64 has a better joypad as standard. The analog values passed to a programmer are infinitely more useful in game design (running faster, jumping higher etc...). Nintendo is saying they have invented some incredible new technology but have really just stuck a simple analog joystick in your hand. That said, it is still better than the competitors. I wish Sega had shipped the *NiGHTS* pad from the start. The PlayStation offers CD quality full orchestra sound galore.

(cont'd.)

Notice the lack of gratuitous music everywhere on the N64. I could go on and on and on. Basically the PlayStation is much more a developer's choice; however, the Nintendo offers a bunch of cool benefits that matter to gamers. Teams will argue the victor all day long. I bought both just to be safe!

ES: You're taking your time on both MDK and Wild 9's. We've seen what you can produce in mere months, so it's hard to imagine what new innovations you're cooking up in these two titles. You reinvented the wheel with Earthworm Jim and seemed to squeeze every drop of power out of the SNES and Genesis. Can you give us some insight in to the first two Next-Gen Shiny games? Will they shock us as Jim did?

DP: I have just returned from the ECTS show in London. There we showed our new PC and PS game MDK (which the Industry is calling 'Murder Death Kill'). 70% of European magazine editors that I showed it to said it was the best game of the show. Its main feature is a weapon that mounts on the face that allows you to shoot someone in the eye a mile away whilst keeping your hands free. What more could a gamer want? Our other game, Wild 9's for PlayStation and Saturn, is a huge project. It will have an amazingly controllable main character called WEX who has a weapon on his shoulder that tortures aliens before terminating them. Expect a TV show on this one.

ES: What of Earthworm Jim?

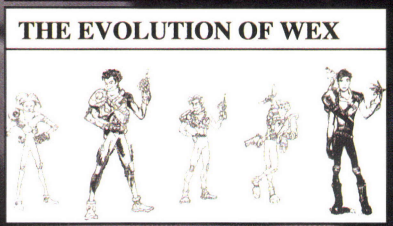
DP: He has just been signed up for another year on TV. Guh-roo-vy!

ES: I realize you and the boys must be a touch burned out on him, but I don't think the rest of the world is.

DP: Really? We are discussing it at the moment...

ES: Why not fire up the N64 development system and do Jim in a Mario-esque environment?

Above, WEX is ambushed, below and opposite page, characters and art for Shiny's Wild 9's.



DP: Jim needs to fire a weapon!. The Mario design avoids that issue. Wild 9's has the solution. I am bored jumping on aliens and killing them with my bottom a.k.a. Crash, Mario, Sonic etc. Yawn.

ES: Surely you could add your own innovations to either engine and create the ultimate action experience... So will you?

DP: Not until cartridges go away forever! We have tons of ideas, we just need time and space.

ES: You rose to fame as a master coder in a flash, riding a tidal wave from Spot, through Aladdin to Earthworm Jim. Shiny has taken off and is regarded as a top developer of A-titles across the board. So, at 29, where do you go from here? Having achieved what you have, what motivates you?

DP: There are some great teams out there, I love to play their games. I love their competition, I love to be kept on my toes. Currently, I have stopped programming to focus on running Shiny, which is teaching me a lot of other subjects. However, I still get pangs of desire to get back on that keyboard. I would love to write a PC game in 1024x764 resolution with simultaneous voice & joypad control. Someday...

ES: There have been some changes at Shiny, I know you've grown considerably and have a lot of new staff. How many teams do you have and who are the new recruits?

DP: The team has doubled in size and gone 100% 3D. We have added Robert Suh (from Namco), Shawn McLean (worked on Aladdin and Spot), Alex Tankelevich (Russian), Alain Maindron (French), Tim Williams (Welsh), Bob Stevenson (Scottish), Martin Brownlow (English), Kevin Munroe (Canadian), Shawn Nelson (American), and Garibaldi Biasillo (Funny). We only have couple of 3D jobs vacant now.

ES: **What do you look at when deciding on a new project? A system's user base, development tools, distribution, or all three?**

DP: **We only work on decent machines; we only make games that we think will satisfy gamers in every country of the world (cricket simulator, anybody?). We only make games that *we* would like to play.**

ES: **We've got PC, Internet and home console gaming all bursting into our living rooms simultaneously. Do you forecast a winner, or see all three flourishing?**

DP: **They are all different, it is like comparing Rap to Dance, or Country to Jazz. There is room for all and all will succeed. That reminds me, check out http://www.shiny.com to keep up to date with our stuff.**

ES: **Give us your thoughts on this years mega-titles: NiGHTS, Mario 64, and Crash Bandicoot.**

DP: **NiGHTS: Ok, but I did not buy it. Mario 64: Great if you can read Japanese or great if you have the US version. Crash Bandicoot: Quality stuff.**

ES: **Is Crash the work of ultimate genius or will other PlayStation games begin to look as good?**

DP: **Crash has just moved the yardstick out quite a bit. Many developers will fail to ever match it. Some will kick its backside.**

ES: **Will Wild 9's?**

DP: **April 1997. You decide.**

ES: **Do you feel Mario represents the pinnacle of N64 development or merely the jump-off point?**

DP: **Just the start. As long as Nintendo is generous with cartridge sizes to 3rd party developers (the rest of us).**

ES: **Will you throw your hat in the N64 ring?**

DP: **I don't wear hats. I use hair gel instead.**

ES: **Such wit, you could be a really bad comedian. Do you think Sega chose wisely having Yuji Naka create NiGHTS, before the next generation Sonic?**

DP: **Yes, but I think he got rushed at the end. He knows what makes a really great game and just missed it with NiGHTS. I don't think it was his fault. He is a lucky guy, however; it seems that every time he writes a**

Hair today, dead tomorrow... Crystal's got a killer 'do.

game now, Sega has to go off and design some hardware to get it working.

ES: It's December 1997, Wild 9's, MDK and Final Fantasy 7 have been released for the PlayStation; Sonic, VF3, Last Bronx and Manx TT for the Saturn; Yoshi's Island, F-Zero 2, Super Mario 64-2, StarFox and Zelda for the N64; and the M2's probably out. Who do you think will ultimately win the console war?

DP: Sega in my house. N64 in the office. PlayStation in the world. M2 in your dreams.

ES: Do you play video games regularly?

DP: Yes, any chance I get. I also love the GameBoy because it is right there when I get a minute spare.

ES: What are you playing now?

DP: Arcade: Alpine Racer, Fighting Vipers, Indy 500; N64: Pilotwings; PlayStation: Crash Bandicoot; Saturn: Decathelete.

ES: What are you looking forward to?

DP: PlayStation: Soviet Strike; PC: Tomb Raider; Saturn: Manx TT and Fighting Vipers; and N64: WaveRace.

ES: What do you do to unwind, any hobbies?

DP: I am learning to fly helicopters at the moment. It has made me realize how crappy all the helicopter simulators really are. I just wish I could strap a real machine gun to the thing, then I'd never play another game again. I juggle, scuba dive, sky dive, you name it....

ES: How do you like being married?.

DP: I like it a lot. The ultimate test of game-play is when your loved one stands naked at the door and you don't even notice cause you are perfecting your racing line.

ES: Does the wife let you play your games and race around in the Viper? Don't lie, Dave, you're under oath.

DP: No she hates me playing games and doesn't know I race around in the Viper. How was I to know that when police cars chase you that they can only reach 130mph. That's not my fault. I can't understand why the officers get so angry, maybe it's the Daytona "Rolling Start" music pumping out of the stereo?

Allll-righty then... -E.S.

Darwin's theory: Eat 'em and smile.

Boomer, WEX's babe?

Indeed, it's a long way from Belfast, Northern Ireland to Laguna Beach in California, where the ambitious Perry balances his team of twenty four video game gurus on the cutting edge of technology. Perry amused himself as a child writing video game books on his computer (a series of commands that when typed into a computer comprise a game), never realizing his hobby would foreshadow his future as an award-winning developer of video games – and a developer of Saturday morning television properties. At 17, he moved to London, England, against the advice of family and friends. Perry went on to create video game titles for nearly every major European publisher, including the award-winning Teenage Mutant Hero Turtles (English kids are discouraged against saying "Ninja") for Mirrorsoft before being lured to beautiful Southern California. In October 1993, Perry decided it was time to take his 'shot,' and formed his own company. He assembled a handful of talented developers, who collectively had designed more than 200 video and computer game titles, and set up one of the most advanced video game production teams in the industry. Perry forged a strategic alliance with Playmates Toys (famous for the Star Trek and Teenage Mutant Ninja Turtles), who were anxious to get into the video game business and offered to purchase the rights for any character that they agreed had breakout potential. In a bold move, Perry retained the alliance, but declined the idea of creating games for existing characters (including Disney's Lion King), preferring to develop original characters for not just video games, but cartoons, toys, and feature films. Playmates promptly opened up Playmates Interactive Entertainment, Inc. based in La Mirada, California and the two companies have been working together ever since. His company cultivated a curious corporate countenance. "We picked top people from virtually every country around the world so we know that whatever we create, it will be well

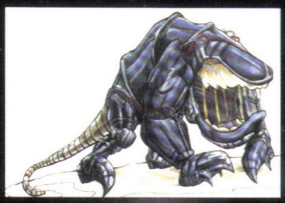
Filbert... a loveable guy.

Look it's "Happy"!

Pokkit. *I have nothing to say...*

WEX

Pictured here, Ranzig, Samson & Tank!



FLOPEE!

received in each territory." "This company is truly cosmopolitan, and we will take the extra effort to localize our games so that our fans can still enjoy our jokes and our games without the need to speak English."

Shiny's first game, Earthworm Jim, a spineless worm living in an indestructible superhero suit, was the first effort. "We thought the public was ready for fresher, quirkier, more oddball things and we poured all our efforts into this character." Not only did Shiny launch Earthworm Jim, but trademarked 'Animotion,' a breakthrough software technology which allows animators to sketch their work on paper and then, using cameras and a propriety digital processes, transfer them onto video game consoles maintaining the original quality and feel. "The result is screen after screen of art that looks more like a cartoon than choppy, blocky characters typical of older generation games," explains Perry. The Earthworm Jim character family combined with the Animotion process was an instant hit. Playmates Interactive published the Earthworm Jim video game, the public bought it, the critics praised it and the video game media revered it with Jim gracing over 40 magazine covers worldwide. Some awards included 'Game of the Year/Best Graphics/Best Action Product/Best Sound' from Sega, and 'Best New Character/Game of the Year' from GameFan.

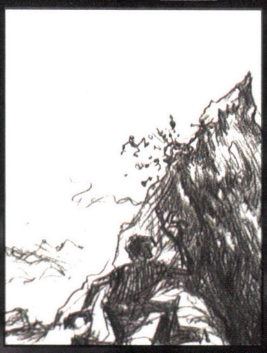
Playmates then brought 'Earthworm Jim' to Universal Cartoon Studios which, forged a relationship with the new Warner Brothers television network. Less than two years from conception, the 'Earthworm Jim' cartoon series is now on the WB network (The Children's Channel & Channel 4 in the United Kingdom) on Saturday mornings and is enjoying rave reviews. Recently, the show was given the green light for a second year and so an entirely new set of episodes is currently under construction. In 1995, Shiny was bought by Interplay

Productions, a leading video game publisher based in Irvine, California. Interplay lives by its tag line "By Gamers, For Gamers." Seeing Shiny as a developer with the same perspectives, the match was made. MCA/Universal have a minority stake in Interplay bringing a formidable team together via MCA, Interplay and Shiny.

Later in 1995, Shiny departed from the world of 2D pencil & paper animation techniques and moved 100% into the world of 3D computer animation as seen in movies like Jurassic Park and Toy Story. This required a large shift in the company's direction, resulting in its doubling in size by the start of 1996. 3D experts were hired from around the world and Nick Bruty, the Art Director for over 60 games (many with Perry) was promoted onto the Shiny Board of Directors. Now having time to implement new forms of design using the power of 3D, Shiny is working on two brand-new games, MDK for the PC and Wild 9's' for the PlayStation/Saturn consoles.

Guard this well, Shiny boys. I want it!

Wild 9's is coming in April '97, by Shiny from Interplay.

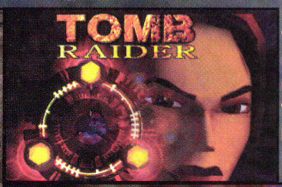


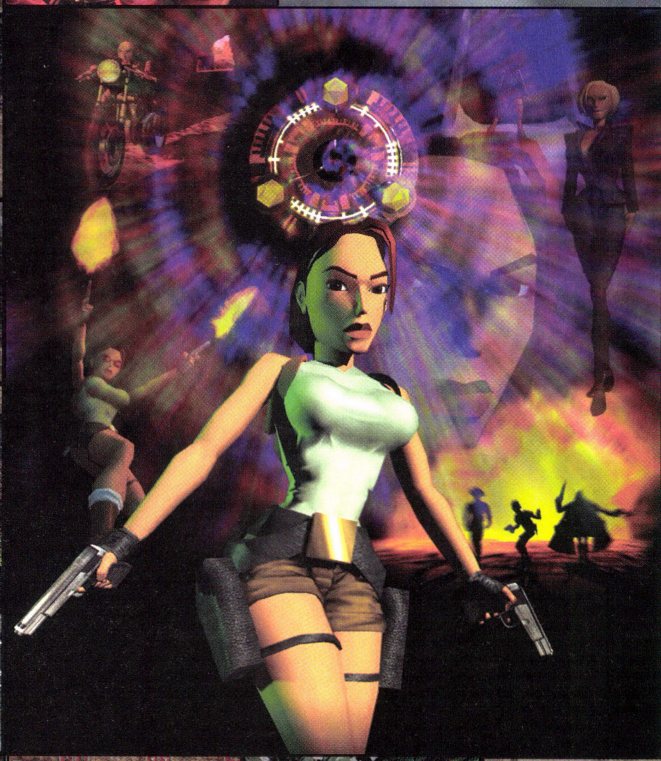
I think I had this dream once.

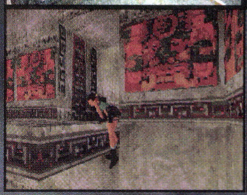
If anyone says you're wasting your time with video games, show 'em this photo.

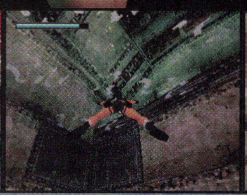
COMING IN THE NEXT MEGAFAN...

Join us as we unlock the secrets of every tomb, temple, ruin, and palace in the ultimate *Tomb Raider* strategy guide. This vast adventure for the Saturn, PlayStation, and PC has amazing depth and the hottest lead since Annette from *El Viento*... if you remember her, you're a gamer dude. This is Core's finest work, and that's saying a lot! Look for the Eidos label on the box.









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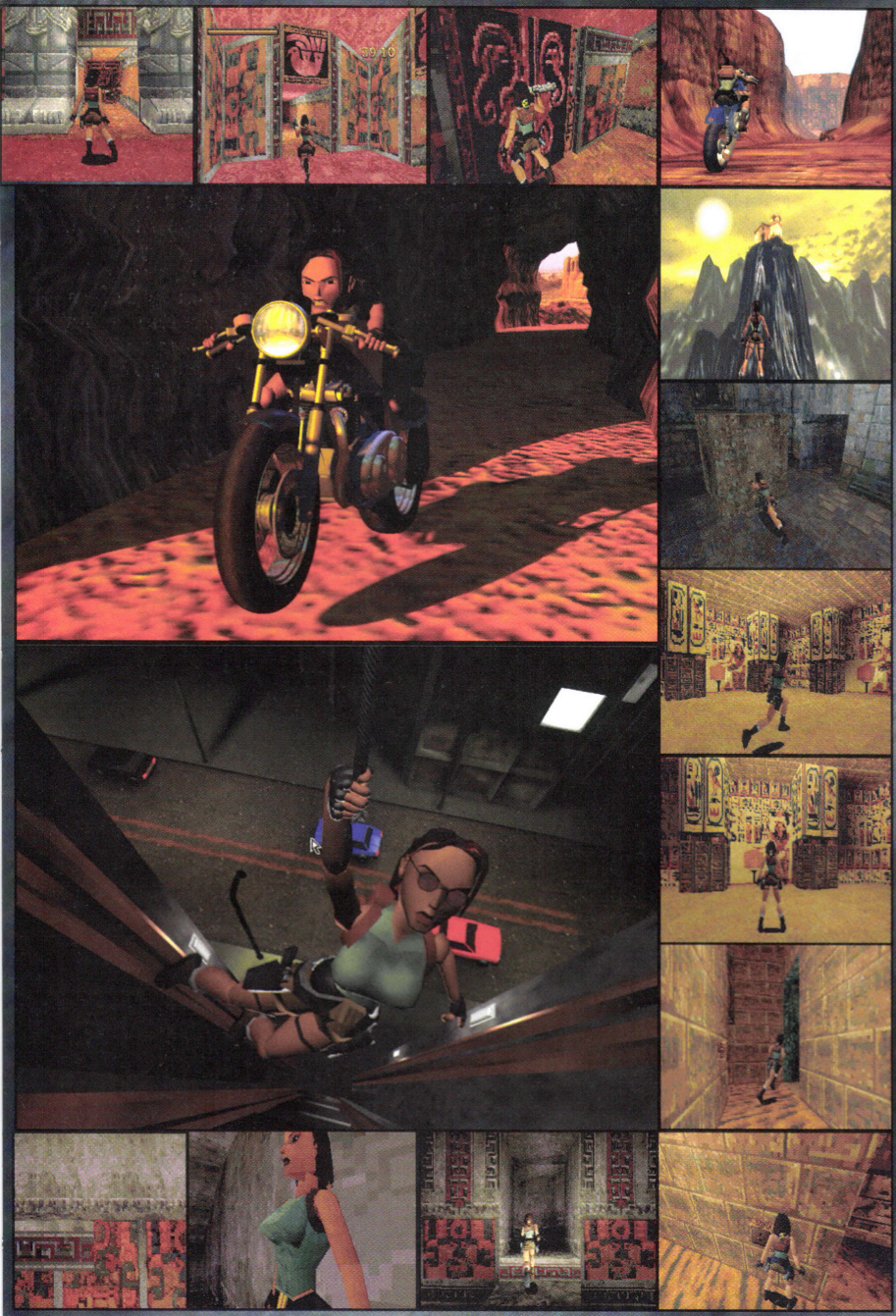
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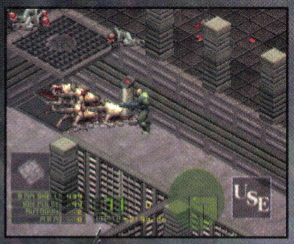
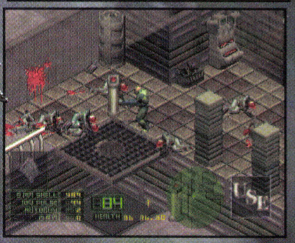


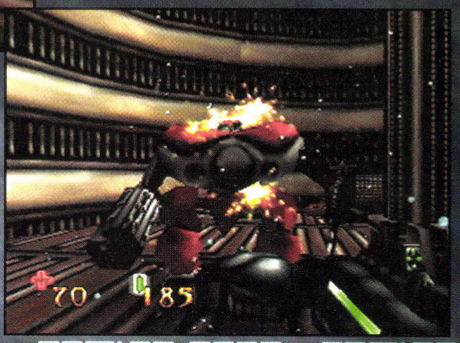
OVERKILL

Konami's first action blaster for the PS is an all-out bloody assault. The game's rich, rendered graphics and super deep gameplay make it a must own title. With over 50 high-powered areas and four hot characters, *Overkill* will fill many pages of the Dec./Jan. MegaFan.



TUROK

DINOSAUR HUNTER



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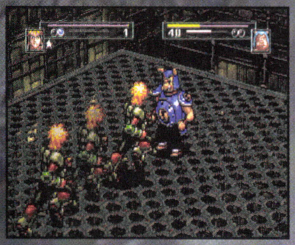
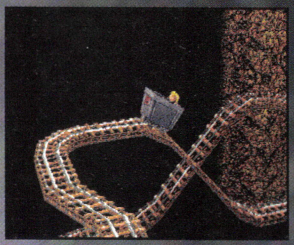
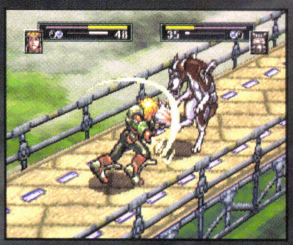


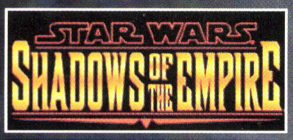


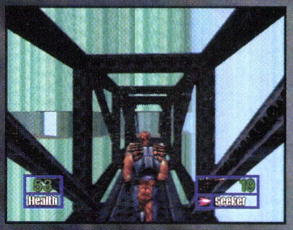


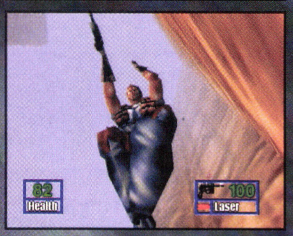
DARK SAVIOR

We'll unravel all 5 parallels of Climax's first Saturn masterpiece, in the next MegaFan. *Dark Savior* has some of the best puzzles to ever grace an Action/RPG.

***Turok: Dinosaur Hunter*, from Acclaim's Iguana Team, is one of the hottest Nintendo[64] 3rd party releases. This amazing adventure is deeper than meets the eye while remaining thoroughly packed with action. Look for the complete game summary as soon as *Turok*'s complete. The game is due this Christmas or shortly after.**







Easily one of '96's most eagerly anticipated titles, we're happy to report that not only is LucasArts' *Shadows of the Empire* for the N64 downright awesome but lengthy and full of strategy as well. That makes it a prime candidate for an all-out MegaFan blitz!

If all goes well look for extended coverage in the next MegaFan.

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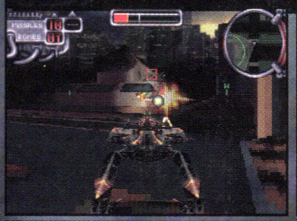
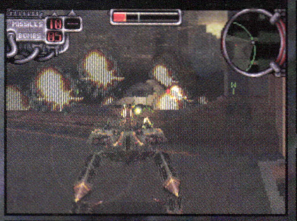
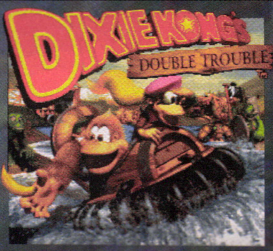
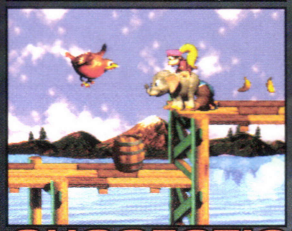
Scavenger's AMOK. It's done, it's shipping soon, and it's hot! See it all next issue.

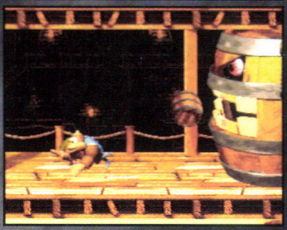








No one will want to miss the last 16-bit DKC, *Dixie Kong's Double Trouble*. We'll have an in-depth look in the next issue.



SUGGESTIONS?

If there's a game you'd like to see dissected in MegaFan write or E-Mail us at solo@megafan.com and let us know. We base our coverage on your suggestions. The most requested titles *will* appear in each issue.

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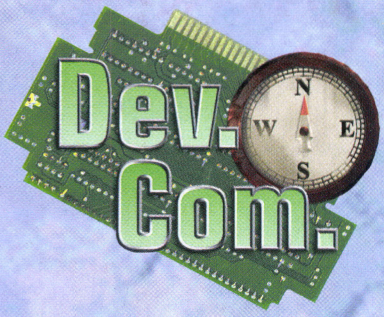
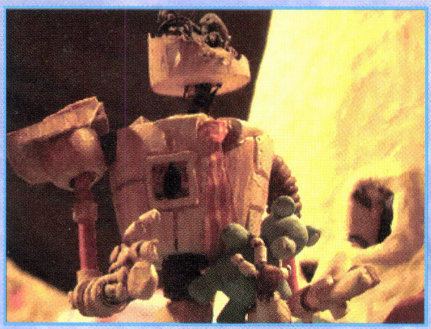
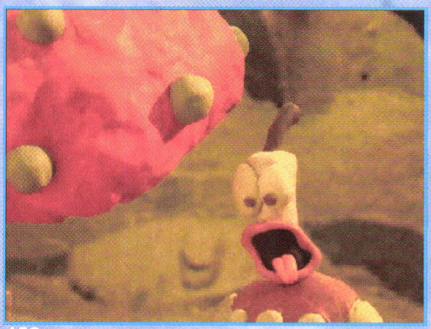
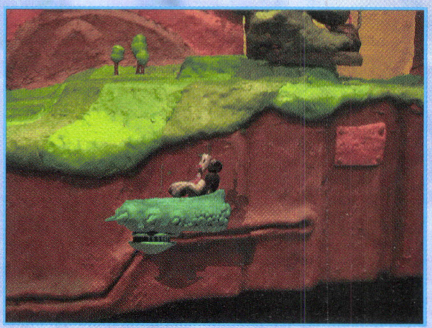


IN NEXT MONTH'S DEV. COM. **we'll climb deep inside DreamWorks and dissect their amazing new claymation adventure, puzzle, comedy, and generally awesome new PC game, *The Neverhood...***

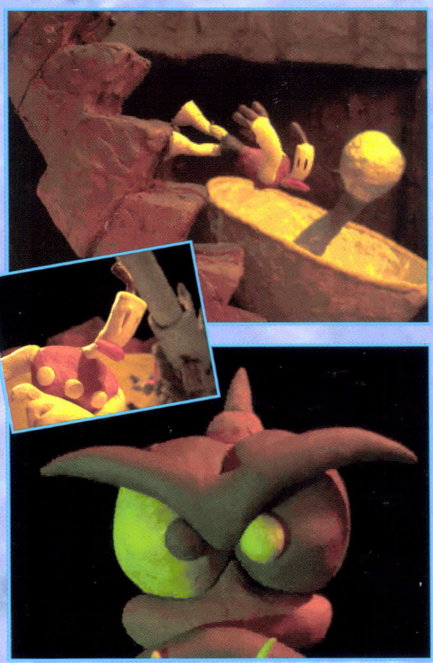


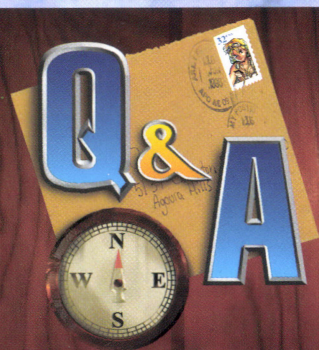
A PC title in MegaFan? Yes, but here are the guidelines DreamWorks had to meet! We only cover PC games that use at least 3 tons of clay, feature over 50,000 frames of stop-motion animation, and make you laugh hysterically. So you see, *The Neverhood* simply met our extreme guidelines. In all honesty, many a PC game these days is either high-powered, headed for





home console, or both. We intend to bring you only these. *The Neverhood* is an event among PC titles as it is both highly addicting and highly fun – not to mention technically brilliant. I could go on and on about Doug TenNapel (EWJ's birth father), Mike Dietz, and the whole of the DreamWorks crew, but then there'd just be a big hole here next time. See you then!





We're looking forward to your questions and suggestions. Q & A starts in the Dec./Jan. issue.

Send your letters to:
MegaFan Q&A
5137 Clareton Drive Suite 210
Agoura Hills CA 91301
or email us at: solo@megafan.com

Alert the stars.

Wake up the moon.

Summon Saturn.

Blue is back.

SONIC 3D BLAST

New Sonic™ 3D Blast™ for Sega Saturn is a three-dimensional trip through 14 levels of spinning, slipping, jumping, and stomping. There's fog. There's rain. There's snow. There's Robotnik. And if things get hectic, there are new moves like The Blast Attack to put nasties in their place. So power up, head for Saturn, and prepare for a Sonic adventure that is not of this earth.

SEGA SATURN™

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